PRIMA'S OFFICIAL STRATEGY GUIDE

Tales of Destiny II®

Maps for Navigating Eternia!

Jason Young

PRIMA GAMES
primagames.com®

namco®

TEEN
T
CONTENT RATED BY ESRB

Tales of Destiny II®

Prima's Official Strategy Guide

Jason Young

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2001 by Namco, Ltd. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Senior Product Manager: Sara E. Wilson
Project Editor: Michelle Pritchard
Editorial Assistant: Etelvina Hernandez

TALES OF DESTINY®II & © 2000 NAMCO LTD., ALL RIGHTS RESERVED.
©Mutsumi Inomata

Acknowledgements:
To whom it may concern: Yes, I did write this book. And yes, Ryan Young is my brother. Any other questions?

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-3727-9
Library of Congress Catalog Card Number: 2001093904
Printed in the United States of America

01 02 03 04 GG 10 9 8 7 6 5 4 3 2

TABLE OF CONTENTS

Introduction 2
- Eternia: Crossroads of Two Worlds 2
- Main Characters 4
- Secondary Characters 4
- Basic Controls 4
- Battle Basics 5
- Skills 8
- Craymel Artes 11

Walkthrough 16
- The Adventure Begins 16
- Onward to Celestia 41
- From the Ashes 79

Monsters 97
- Monster Stats 97

Weapons and Armor 102
- Weapons 102
- Armor 104

Items 106
- Tools 106
- Equipment 109
- Valuables 111

Cooking 112
- Cooking Basics 112

Extras 115
- Hidden Lenses 115
- Hidden Caches 117
- Van Eltia 120
- Hidden Ability Upgrades 121
- Hidden Sites 122
- Bonus Dungeons 122
- Sunken Ship 124
- Reid and Farah's Skill Chart 126
- Advanced Skills 127

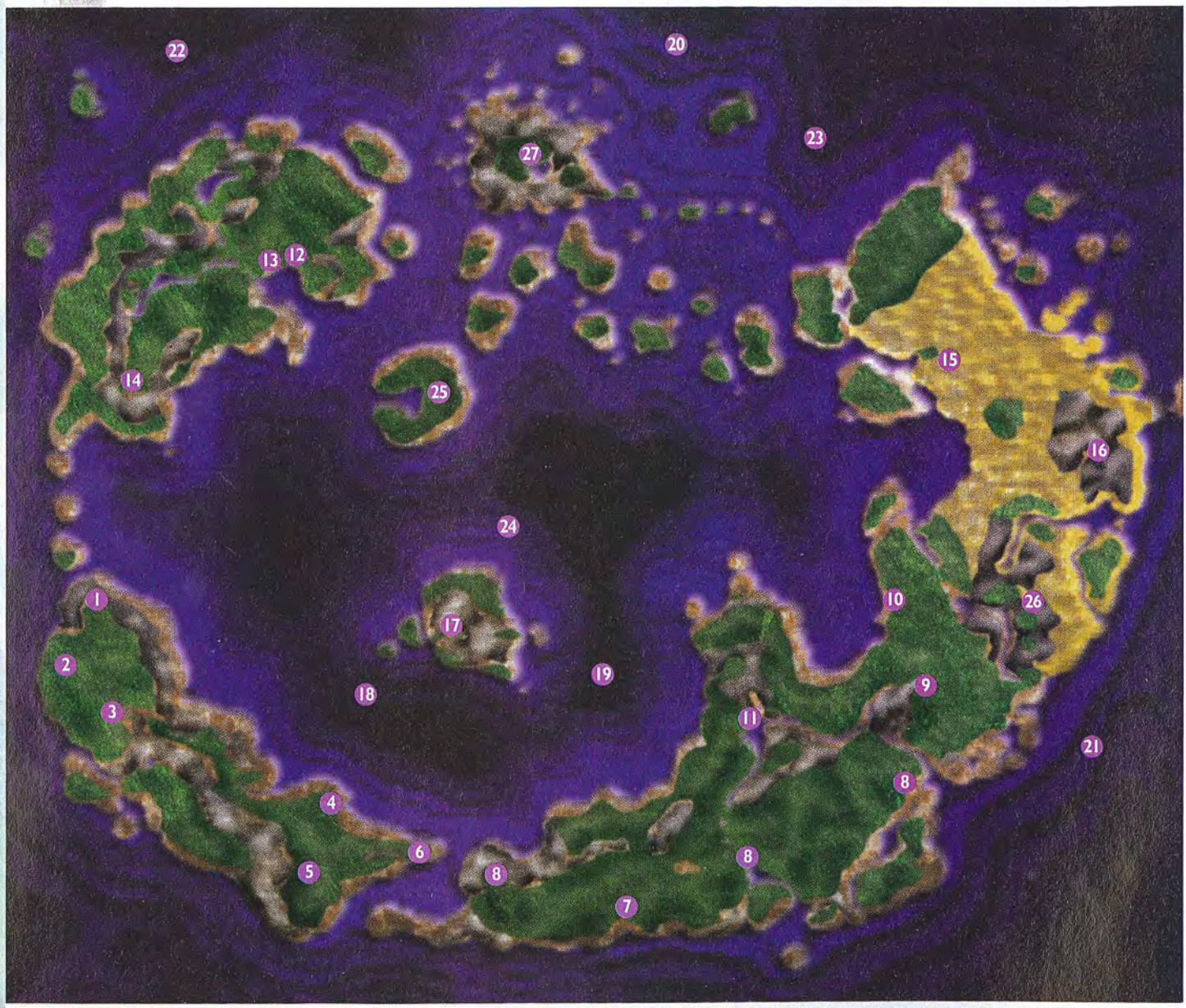
ETERNIA: CROSSROADS OF TWO WORLDS

In the skies above Inferia is a coexisting world called Celestia. Separating the two worlds is a sea of clouds—the Orbus Barrier. Inferia, Celestia, and the Orbus Barrier compose Eternia, the crossroads of two worlds.

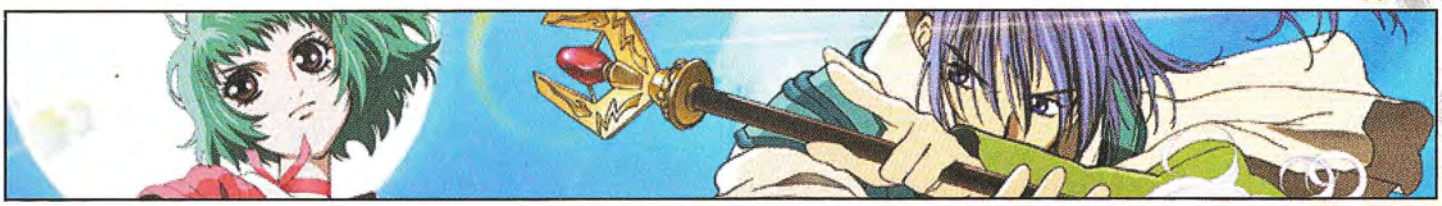
Inferia is a land rich with academia, art, and history. Because a succession of kings ruled with an iron fist, Inferia avoided outbreaks of war for 500 years. Every Inferian wears a choker as a sign of allegiance to the Empire.

Celestia is inhabited by uncivilized beings—or so the Inferians believe. Without the knowledge and technology to contact Celestia, the true nature of Celestians remains a mystery to the inhabitants of Inferia.

Inferia



1. Rasheans Village (22, 106)
2. Regulus Knoll (17, 119)
3. Regulus Dojo (23, 124)
4. Mintche (68, 142)
5. Mt. Mintche (60, 155)
6. Nostos Caves (88, 149)
7. Morle (126, 159)
8. Forest of Temptation (151, 145)
9. Inferia City (187, 120)
10. Port of Inferia (181, 108)
11. Undine Stream (150, 125)
12. Barole Port (57, 41)
13. Barole (50, 40)
14. Sylph Cavern (27, 65)
15. Chambard (189, 59)
16. Efreet Gorge (220, 76)
17. Mt. Farlos (93, 110)
18. Hideout 1 (76, 122)
19. Hideout 2 (120, 122)
20. Hideout 3 (142, 0)
21. Hideout 4 (226, 130)
22. Sunken Ship (34, 4)
23. Seyfert Garden (169, 19)
24. Bridge of Expedition (99, 91)
25. Tomb of Aifread (88, 64)
26. Hot Springs (208,108)
27. Glimmer Spire (107, 22)



note *The walkthroughs for Tales of Destiny II offer the most direct path to beating the game. Keep in mind that there are many more areas to explore, items to find, and monsters to battle. For more details on each monster see pages 97–101. Have fun exploring!*

Celestia

1. Cape Fortress (34, 63)
2. Imen (43, 67)
3. Imen Station (61, 69)
4. Luishka (115, 70)
5. Luishka Station (127, 72)
6. Mine of Gnome (113,109)
7. Chat's Hut (106, 112)
8. Peruti (36, 100)
9. Mt. Celsius (28, 96)
10. Ruins of Volt (31, 150)
11. Aifreid's Cave (204, 98)
12. Tinnsia (212, 53)
13. Balir's Castle (223, 20)
14. Seyfert Shrine (21, 128)
15. Hide out 1 (56, 112)
16. Hide out 2 (152, 164)
17. Hideout 3 (167, 112)
18. Hideout 4 (228, 42)
19. Hideout 5 (3, 151)
20. Aifread's Platform (98, 92)
21. Shadow Cave (4, 12)
22. Jini Tunnel (35, 14)
23. Jini (66, 152)
24. Katz Village (120, 109)

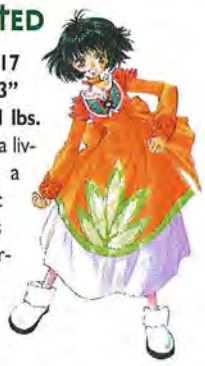
MAIN CHARACTERS

In Tales of Destiny II, the entire story revolves around four main characters. Three secondary characters also join your party for varying lengths of time.

Reid Hershel

Age: 18
Height: 5' 10"
Weight: 137 lbs.

A teenage hunter born and raised in the village of Rasheans, Reid has only one purpose in life—to continue living in peace as he has for the last 18 years. He possesses remarkable sword skills, honed and mastered through hunting and self-training. Reid also wields mysterious powers unknown even to himself.



Farah Oersted

Age:17
Height: 5' 3"
Weight: 101 lbs.

Farah is a childhood friend of Reid and Keele. She makes a living as a helping hand on the village farm and is a disciplined student of martial arts. She is a caring, altruistic girl with a strong sense of right and wrong, who often goes out of her way to help others, even if it means exposing herself to danger.

Keele Zeibel

Age:17
Height: 5' 8"
Weight: 112 lbs.

Although physically weak and prone to exhaustion, Keele possesses superior knowledge and intelligence. A skilled Craymel Mage and a student of Light Craymelology at Mintche University, Keele is always hungry for facts and thrives on knowing the unknowable. He can sometimes be blinded by his overreliance on science.

Meredy

Age: 16
Height: 5' 2"
Weight: 99 lbs.

Meredy is a mysterious girl who fell from the skies in a spacecraft and was rescued by Reid and Farah. Nothing is known about her, except that she loves to spontaneously dance.

SECONDARY CHARACTERS

Chat

Chat is a small, eccentric child of 12 from a long and proud line of famous pirates. She is also the captain of the Van Eltia, a ship built by her great-grandfather, the infamous pirate Aifread. Her weapon of choice is as strange as she is—a bag of wonder from which she pulls mystic orbs to toss at her opponents.

Max

Max is the leader of the Shileska Freedom Army, an underground resistance group opposed to Balir's rule. He inspires devotion and loyalty in his men and is willing to put his life on the line for his battle for freedom. Max's weapons are a variety of energy weapons—often the forefront of Celestian technology.

Ras

A self-proclaimed "treasure hunter," Ras is more than he seems. Although his origins are unknown, he has a convenient habit of always being at the right place at the right time. Ras battles skillfully with his Nimble Rapier and a vast array of special skills.

BASIC CONTROLS

Map Screen

The Travel screen is the first aspect of the game you need to learn to control. *Tales of Destiny II* offers a rich 3-D environment—although you may find it a little tricky to use at first.

←,→,↑,↓: Move your character
▲: Access the Main Menu screen
■: Access the Travel menu
×: Enter a city or dungeon
START: Toggle Compass and Map screen on/off
SELECT: Initiate a hint
R1: Rotate the view clockwise
L1: Rotate the view counterclockwise

Travel Menu

The Travel menu is the most complex aspect of the Map screen. Press ■ to choose from a variety of options:

Camp: Rest to recover your party's entire HP, but no TP. This option is available at the start of the game.
Aerialboard: On Inferia only, this allows you to access the Aerialboard and travel across oceans or plains. Mountains and forests are inaccessible by Aerialboard. The Aerialboard is accessible after you battle and defeat Sylph.
Aibird: This allows you to command the Aibird Aeroplane to fly you wherever you need to go. This option is only available after the Van Eltia undergoes its third conversion.
Aifish: This allows you to command the Aifish Submarine. This option is only available after the Van Eltia undergoes its second conversion.
Van Eltia: Standing on the seashore, this calls the Van Eltia. This option is only available after meeting Chat and joining her crew.

note *Your party can only recover their TP by resting in an inn or by using items, such as Orange Gel. Camping restores HP, not TP.*

Map Screen and Compass

When toggled on, use the Compass in the upper left corner of the screen or the Map screen in the lower right to guide your way. The Map screen shows a small picture of the surface of Inferia/Celestia for you to reference. Later, when you receive the GPS device from Chat, GPS coordinates are displayed above the Map screen as well. Press START to toggle the Map screen on and off.

BATTLE BASICS

One of the most challenging aspects of the game is combat on the Battle screen. The battlefield itself is strictly side view, with finite room to maneuver. In "corners" on each side of the battlefield, a character or monster can be bottled up if outmaneuvered.

Combat Screen

The Battle screen is your interface for every battle. The field of battle extends to the left and right. Ordinarily, a battle begins with your enemies lined up on one side and your allies on the other. If an enemy ambushes you or you face a large force, your party begins in the center of the screen, with enemies on either side.

Combat Controls

The basic combat controls allow access to the most fundamental capabilities of your characters. You can move, fight, and use Special Skills.

Attack: ×
Defend: ■
Special Skill: ●
Open Battle menu: ▲
Move: ← or →
Dash: ← or → (double tap)
Pause: START

In addition to basic controls, you can use a variety of advanced controls. The advanced controls allow access to Special Skills, special moves, and advanced commands.

Slash: × (Reid only)
Thrust: × + ↓ (Reid only)
Punch: × (Farah only)
Kick: × + ↓ (Farah only)
Attack up: × + ↑
Jump: L1 + ↑
Escape: ← or → (continuously)
Special Skill 1: ●
Special Skill 2: ● + ↑
Special Skill 3: ● + ← or →
Special Skill 4: ● + ↓
Special Skill shortcut 1: L2
Special Skill shortcut 2: R2
Command allies to "gather": L1 + ↓
Zoom Battle screen in/out: ■ + (← or →) (Use only when the Battle menu is displayed.)
Scroll Battle screen: ■ + (← or →) (Use only when the Battle menu is displayed.)
Switch target: R1 + (← or →)
Toggle Auto/Semi-Auto/Manual mode: SELECT

note *Special Skill shortcuts are hot buttons to initiate another character's special ability. You can also set your own character's skills as a shortcut.*

note

To escape, rush toward the left or right edge of the battlefield, then hold down the directional button as if moving off-screen. A timer appears and counts down while you hold down the directional button. When the countdown is complete, your party is able to escape.

Perform Combo Hits by chaining together Basic Attacks, Special Skills, and Craymel Artes. The easiest are two-hit combos performed by pressing the appropriate button twice to chain together two Basic Attacks.

Two-Hit Combos (Reid only)

Slash/slash: ×, ×
Slash/thrust: ×, × + ↓
Slash/slash up: ×, × + ↑

Three-Hit Combos—Basic (Reid only)

Slash/thrust/thrust: ×, × + ↓, × + ↓
Thrust/slash/thrust: × + ↓, ×, × + ↓

Experiment and find other three-hit combos by using different combinations and timing.

Abnormal Status

In combat, your characters are often afflicted with abnormal conditions. They can be poisoned, stunned, or afflicted with a variety of other maladies. Many conditions' effects last long after a particular battle. A Panacea Bottle or dishes such as Omelettes are the best way to cure your characters of these abnormal conditions.

Poison: HP slowly decreases. It affects a character during and after battle. Your character turns green. Use a Panacea Bottle to cure.
Stun: A single enemy hit causes K.O. Use a Panacea Bottle to cure.
Weak: TP slowly decreases. Its effects continue after battle. The character has black bubbles floating over his or her head. Use a Panacea Bottle to cure.
Freeze: The frozen character cannot move or perform commands. The enemy can inflict damage of up to 1/2 of maximum HP. The character turns blue. Use a Panacea Bottle to cure.
KO: This indicates a temporary loss of consciousness.
Accuracy Down: Reduces physical attack accuracy. A Panacea Bottle cannot cure this. Equip Drain Charm to avoid this affliction.
Defense Down: Decreases Defense. A Panacea Bottle cannot cure this. Equip Drain Charm to avoid this affliction.
Spell Casting x2: Performing a Craymel Arte takes twice as long. Use a Panacea Bottle to cure.

Battle Menu

While in combat, you can also access the Battle menu. Through this menu, you can access the following controls:

Skills: Organize and initiate any Special Skill used by any character. Use this to direct the attacks of other characters, as well as change the hot keys for your own Special Skills.
Command: Fine-tune the overall behavior and aggressiveness of the entire party
Strategy: Control the target priorities of each character under computer control
Order: Adjust the formation of characters in battle. You can also use this to change your player character.
Equip: Change the weapons, armor, or equipment of any character. Use to adjust weapons to the type of enemy you are fighting.
Item: Use a variety of items, Gels, and Bottles in combat. Use this option to heal injured characters.

tip *Use the Skills screen to toggle off Special Skills and Craymel Artes that are ineffective against particular opponents. For example, Ice attacks such as Ice Needles and Blizzard are ineffective when battling Ice creatures such as Bigfoot or Snow Lobsters, while Fire attacks such as Fireball or Explode do much more damage to Ice creatures.*

note *With the Item screen, the characters can use items on one another. First select the character that will use the item, then which character to use that item on.*

note *In combat, you cannot make any changes to who is battling—only the order of combatants. Those party members that begin a battle must complete it with no substitutions.*

note

While the Battle menu is accessed, the game is effectively paused.

Command Screen

The Command screen is the only screen genuinely unique to the Battle menu. You can give orders and alter behavior for the entire party. It is the easiest screen to access when you attempt to give orders to computer-controlled characters.

Consume TP: *Use skills that consume TP*. Use this command when you want the party to unleash its most potent skills regardless of TP cost.
Conserve TP: *Do not use skills that consume TP*. Use this setting when your characters are short on TP or fighting lesser enemies that aren't worth the TP.
Defense: *Restore health*. This is a good setting when you want to have other members of your party heal you as you fight.
Range Attack: *Attack enemies in range only*. Use this command when you must move toward a distant enemy with your player character, but don't want to leave your party open to attack.
Focus Attack: *Attack enemy targeted by the player*. Use this setting to systematically destroy one enemy with the combined force of your entire party.
Front Attack: *Attack enemy in front of the player*. To defend vulnerable characters by creating a defensive line, use this setting.
Back Attack: *Attack enemy behind the player*. Use this setting to cover your back as well as allow characters to better protect themselves when attacking distant enemies.
Rush Attack: *Attack with maximum force*. This is a good default setting when TP is not an issue.
Quick Attack: *Use skills that require minimal TP and time*. Use this setting when dealing with especially agile, quick-moving enemies that tend to break long combos or interrupt powerful magic.

Consume TP, Conserve TP, and Defense are the only orders you can give at the start of the game. You learn all of the others as you progress.

Battle Strategy

Battle strategies allow you to adjust the behavior of individual characters during combat. These profiles affect characters under computer control as well as your primary character when you choose the automatic mode. You can control which type of enemy they attack, how aggressively they attack, and even how much magic they use.

Reach the Strategy screen from the Main menu screen. The initial screen lists those characters you have chosen to engage in combat. Scroll down using the directional keys to select the character whose strategy you wish to alter.

Target Priorities

Your first choice is to adjust the behavior and attack priorities of each character. This thorough menu helps you control which enemies are attacked first and who the other characters should concentrate on.

Do as You Like: The character can act independently
Attack Close Enemy: Target the closest enemy
Attack Distant Enemy: Target the farthest enemy from the player
Attack Enemy Group: Target the enemy in the middle of the enemy concentration
Attack Strong Enemy: Target the enemy with the highest Attack level
Attack Solid Enemy: Target the enemy with the highest Defense level
Attack Quick Enemy: Target the most agile enemy
Attack Weak Enemy: Target the enemy with the lowest HP
Attack Same Enemy: Target the enemy the player character is attacking
Spread Attack: Target enemies that the player character is not attacking
Cover the Rear: Target the enemy behind the player character
Cover Me: Target the enemies near the player character
Attack Flying Enemy: Target any flying enemies
Prevent Enemy Attack: Target attacking or chanting enemies
Prevent Magic Attack: Target the enemy with the most TP
Attack Retreating Enemy: Target the enemy that incurred the most damage

These controls offer you many advantages depending on the situation you face. The following are suggestions for which targeting priority to use under which circumstances:

- When dealing with creatures that possess deadly magic and special attacks, set a combat character such as Farah or Max on Prevent Enemy Attack. Every time a monster begins to chant to prepare such a spell, it becomes your primary target.
- Try setting all your characters to Attack Same Enemy. Then you need only attack a particular creature once to "designate" them, and all other characters follow up and destroy that creature. Effectively, every time you attack a creature, it is hit four times.
- Enemies with powerful magic often hide in back where they can cast spells uninterrupted. Set one character to Attack Distant Enemy to prevent them from hammering your party from afar. Outfit a character using this setting with Elven or Jet Boots so he or she can quickly cross the battlefield.
- Bosses often battle alongside underlings. Use Attack Weak Enemy to clear out these minor distractions early so you can concentrate your efforts against the most deadly threat.
- When facing a mixed group of land-bound and flying enemies, set one character to attack the flyers exclusively. Flyers can cause a disproportionate amount of damage if ignored in favor of easier-to-hit land-bound targets.
- If you wish the player character to charge ahead and still offer the more vulnerable characters protection against fast-moving or teleporting enemies, use Cover the Rear for one character.
- If attacking a large group of slow-moving enemies, which must first pass through you to get to more vulnerable characters, set a character on Cover Me to assist you in battle.

Adjusting Ratings

Your second choice is to customize each character's basic attack types. For Reid and Farah, this also includes their specialized attacks—slash and thrust for Reid and punch and kick for Farah. Other characters have only a simple Attack Rating. Adjust these ratings to refine the level of your characters' attacks.

Explaining the Ratings

Attack

Please note that the standards of behavior for Attack Ratings also apply to slash, thrust, punch, and kick ratings.

Level 1: Do not attack. Stay away from the enemy.
Level 2: Engage in minimal offense. Guard and then run away from the enemy.
Level 3: Engage in limited offense. Guard and then counterattack the enemy.
Level 4: Engage in standard offense. Execute attacks regularly.
Level 5: Engage in maximum offense. Attack regularly without guarding.

Battle TP

Battle TP represents the level of use of Craymel Artes in combat.
Level 1: Do not use Craymel Artes for attack or support.
Level 2: Use limited Craymel Artes for attack.
Level 3: Sets a standard use of Craymel Artes for attack.
Level 4: Regularly use Craymel Artes for attack.
Level 5: Sets a maximum use of Craymel Artes for attack.

Recover TP

Recover TP represents the level that Craymel Artes are used to restore injured characters.
Level 1: Do not use Craymel Artes to recover or heal.
Level 2: Use Craymel Artes to recover if HP falls below 25 percent.
Level 3: Use Craymel Artes to recover if HP falls below 50 percent.
Level 4: Use Craymel Artes to recover if HP falls below 75 percent.
Level 5: Use Craymel Artes to recover if HP falls below 99 percent.

Battle Formations

Formations serve a dual purpose. First, they allow you to arrange your characters so the more vulnerable are well protected and those most capable of combat are on the front line. Second, formations allow you to control which characters actually engage in combat once your party exceeds four members.

note *The four main characters are Reid, Farah, Meredy, and Keele. Later, you add Max, Chat, and for a brief time, Ras.*

One-Player Option

Access the Formation screen from the Main Menu screen. You have two choices—Formations Setting and the Switch option. The Switch feature is more useful when you have more than four characters.

Formations Settings allow you to choose from three formations. The default settings for the first two formations place Reid at the front line, followed by Farah. Because they are your two most capable warriors, it is appropriate that you place them near the front. This allows them to protect more fragile characters such as Keele and Meredy. The third default formation has Reid in front with Farah protecting the rear of your party. This arrangement is preferable when an especially large enemy force ambushes your party and completely surrounds you.

tip *You can customize formations, as well as the distances between characters in each formation. Until you are well versed in the strengths and weaknesses of each character, we recommend that you use default formations.*

The Switch option allows you to change the order of your formation, as well as to decide who engages in combat when your party numbers more than four. Use this option to customize your formations for the strategy you use.

When you have more than four characters, activate the Switch option, and then use the directional keys to determine which character to replace. Scroll through the profiles of your characters at the bottom of the screen until you find and select the right replacement. The replacement character has the same position as the character he or she replaced.

caution *You cannot change your formations after combat begins—only the arrangement of the characters you chose. You are stuck with whomever you assign to a formation for the entire encounter.*

note *Regardless of party size, you cannot ever use more than four members at one time.*

Another useful feature of the Switch option is changing your player character. The player character is the hero you directly control in battle. This is also the character who stands in the front when combat begins. Reid is the default player character, but you can choose Farah, Max, or any other hero. The player character is the hero with 1P beside his or her name, indicating that hero is under Player 1's control.

Two-Player Option

By connecting a second game controller, a friend can join you in combat. Use the same process described for one-player options to assign control of a character to Player 2. Your second player's hero is the character with a 2P beside his or her name, indicating that hero is under Player 2's control.

Using Multi Tap

Up to 4 Players can join in and fight cooperatively in battle by using the multi tap. When using multi tap, Players 1 through 4 control the first four characters from left to right.

note *To control individual characters in battle, the Battle mode must be set to Semi-Auto. Set the battle mode from the Skills option on the Main menu.*

Battle Tips

Combo Attacks

Learn and use combination attacks regularly. Not only do combos inflict greater levels of damage, but they are also executed faster, allowing your opponent less time to counterattack.

Know Your Enemy

Most monsters have a special vulnerability you can take advantage of. Understanding each enemy type, their attack strategies and special abilities, as well as any hidden weaknesses makes your battles much easier. Refer to the "Monster Stats" section for a quick reference on a creature's statistics, or check out the numerous "Encounters" sidebars throughout the walkthrough that give you more detailed strategy.

Elemental Weaknesses

Take advantage of the elemental weaknesses of creatures by using weapons imbued with that element. If you battle a Firebird, use an Ice-powered weapon for extra damage. Likewise, shadow-wrought undead such as Bone Knights and Grim Reapers are vulnerable to Light-based attacks. Learn which elements are particularly effective against which monsters.

Attack from Two Sides

Dash behind an enemy to split its focus. Often even the most powerful creatures can only attack in one direction, allowing monsters to inflict damage on only half of your party at a time. If an opponent faces half your party, the other half can attack without having to worry about defense or counterattack.

Use One Character to Support Another

Not all characters are equally suited for all roles. Have your most battle-ready characters at the front of formations, with the more delicate Craymel Mages in the back. Use your Mages to heal and support the front-line troops. If each character works for the good of the party, you will be much more formidable.

Use the Strategy Screen

Try playing with the Strategy screen, which allows you to tailor the behavior, TP use, aggressiveness, and target priorities of computer-controlled allies. Adapt the behavior of each character for the enemy you are facing.

Know When to Run

Not every battle is worth fighting. Sometimes the odds are stacked against you, or there is no reason to fight. A prudently timed escape can save your characters from injury, malady, or worse.

Use Your Shield

Pressing ■ to raise your defenses is a great way to reduce the amount of damage your character takes. Every time you raise your shield, damage is reduced to one-fourth. Better, if your defenses are ready, you can often avoid the negative effects of a monster's special abilities.

Try All Characters

By switching player characters on the Formations screen, you can take control of any character. Try them all out to find a character whose abilities best suits your personal playing style. However, make sure you are also well versed in the moves and maneuvers of Reid, because in many instances you are forced to use him exclusively.

Group Attack Individual Enemies

Often, focusing all your offensive energy is an excellent way to deal with larger groups of opponents. Even your most stalwart opponents can only stand for a few moments under the combined fury of your entire party. Systematically dispatch the most deadly creatures first, leaving the more harmless until the end of battle.

Interrupt Magical Attacks

Almost every enemy must first chant before they can initiate their special attacks. Use this brief pause to hammer and interrupt the casting process. If you continually pepper an opponent with attacks, they will never have a chance to initiate their most potent abilities.

SKILLS

Skills are those special abilities possessed by many characters that allow them to annihilate entire groups of enemies with a single blow. Reid, Farah, Chat, and Max use Special Skills, while Meredy and Keele employ Craymel Artes.

The use of Special Skills consumes TP. The more powerful the skill, the more TP it depletes. As you use a specific skill, new Special Skills become available to you. By mastering more complex skills, Reid can eventually access Sacred Skills, which are among the most powerful in the game. Aurora Artes are the final class of skills. You can only learn these if Reid passes the Trials of Seyfert and receives training from one of Seyfert's messengers.

Interpreting Stats

TP: This indicates the technical points needed for each skill.
Attribute: This denotes the elemental effect added to the skill. "Equip" means that the skill takes on the elemental attributes of the equipped equipment.
Skill Type: This shows the type of skill. Sacred Skills are learned by mastering Special Skills. Divine Skills are those learned through the Trials of Seyfert.

Reid's Skill List

Reid's skills are purely combat oriented. He is the only character that can learn Aurora Artes or Divine Skills—those abilities taught by the messengers of Seyfert himself. Reid can chain together attacks in the following sequence: Basic Skill → Special Skill → Sacred Skill.

Sonic Blade
TP: 4
Attribute: N/A
Skill Type: Special
Description: Sonic Blade attacks the enemy with sonic ripples. This is an effective skill for midrange attacks.

Lightning Blade
TP: 4
Attributes: Equip, Lightning
Skill Type: Special
Description: The enemy is slashed and struck with lightning.

Swarm
TP: 7
Attribute: Equip
Skill Type: Special
Description: The enemy is showered with multiple thrusts.

Demon Hammer
TP: 6
Attribute: Equip
Skill Type: Special
Description: The enemy is slashed from above and below.

Demon Lightning Hammer
TP: 10
Attributes: Equip, Lightning
Skill Type: Sacred
Description: This Sacred Skill combines Demon Hammer and Lightning Blade.

Neosonic Swarm
TP: 10
Attribute: Equip
Skill Type: Sacred
Description: This Sacred Skill combines Sonic Blade and Swarm.

Tempest Strike
TP: 9
Attribute: Equip
Skill Type: Special
Description: The enemy above is struck by spinning blades.

Neo Swarm
TP: 12
Attribute: Equip
Skill Type: Sacred
Description: The enemy is showered with multiple thrusts.

Spiral Attack
TP: 10
Attribute: Light
Skill Type: Special
Description: The enemy is sucked into a violent spin and thrashed.

Twin Sonic Blade
TP: 8
Attribute: N/A
Skill Type: Special
Description: This skill is a Sonic Blade times 2.

Super Lightning Blade
TP: 8
Attributes: Wind, Lightning
Skill Type: Special
Description: The enemy is struck by a combination of lightning and wind shear.

Demon Twist
TP: 10
Attribute: Equip
Skill Type: Special
Description: This skill is Demon Hammer times 2.

Megasonic Thrust
TP: 15
Attribute: Equip
Skill Type: Sacred
Description: This Sacred Skill repeatedly emits sonic ripples at the enemy.

Demon Spiral Hammer
TP: 20
Attributes: Equip, Light
Skill Type: Sacred
Description: This Sacred Skill combines Spiral Attack and Demon Hammer.

Double Spiral Attack
TP: 14
Attribute: Light
Skill Type: Sacred
Description: The enemy is struck by spinning blades and Reid thrusts into the air.

Omega Tempest Strike
TP: 14
Attribute: Wind
Skill Type: Special
Description: The enemy is sheared by a vacuum formed by the spinning blades.

Sonic Chaos
TP: 15
Attribute: N/A
Skill Type: Sacred
Description: This Sacred Skill is a more powerful form of Sonic Blade.

Neo Tempest Swarm
TP: 24
Attribute: Equip
Skill Type: Special
Description: This Sacred Skill combines Neo Swarm and Tempest Strike.

Rising Phoenix
TP: 40
Attribute: Fire
Skill Type: Sacred
Description: Sacred Skill. Thrust into the air shrouded in flames.

Omega Demon Chaos
TP: 40
Attribute: Equip
Skill Type: Sacred
Description: This Sacred Skill thrashes an enemy from above and below for a total of eight strikes.

Omega Seal
TP: 40
Attribute: Wind
Skill Type: Sacred
Description: The enemy is sealed and levitated. Omega Seal is ineffective against flying or heavy enemies.

Aurora Wall
TP: 50
Attribute: N/A
Skill Type: Divine
Description: Press × + ● + ■ to activate. Use only when HP is blinking.

Aurora Sword
TP: 100
Attributes: Equip, Elemental
Skill Type: Divine
Description: This is a god-like skill performed in conjunction with Aurora Wall. Press × repeatedly during Aurora Wall.

Aurora Wave
TP: 50
Attribute: N/A
Skill Type: Divine
Description: Aurora Wave is the final resolution. Continue pressing × + ● + ■.

Farah's Skill List

Farah's skills are more versatile than any other character's. Some special abilities are purely offensive, while others have restorative properties. Farah can chain together attacks in the following sequence: Basic Skill → Special Skill (Ground Skills) → Special Skill (Ground-to-Air) → Special Skill (Air Skills) → Special Skill (Power Skills).

note

The following descriptions list the meaning of each "Skill Type" in Farah's skill list:

Ground: Attacks made against ground-based targets
Ground to air: Attacks you can use against ground- or air-based targets
Air: Attacks made against air-based targets
Power: Can only be learned by mastering other skills
Restoration: Skills that heal, revive, or purify allies

Palm Strike
TP: 4
Attribute: Equip
Skill Type: Ground
Description: Chi gathers in the palms and is emitted with force. Link this attack with other skills.

Triple Blossom
TP: 6
Attribute: Equip
Skill Type: Ground
Description: Triple Blossom attacks the enemy with three consecutive kicks.

Eagle Dive
TP: 8
Attribute: Equip
Skill Type: Air
Description: Dive into the enemy from above. Link with other skills.

Rising Dragon Strike
TP: 12
Attributes: Wind, Lightning
Skill Type: Ground to air
Description: The enemy is blasted into the air by a powerful eruption.

Sonic Fist
TP: 8
Attribute: Equip
Skill Type: Ground
Description: Sonic Fist is a combination fist attack.

Swallow Dance
TP: 7
Attribute: Equip
Skill Type: Ground to air
Description: Rise into the air with each consecutive kick.

Healer
TP: 12
Attribute: N/A
Skill Type: Restoration
Description: Healer restores minimal HP of an ally. Learn this skill at Regulus Dojo.

Detoxify
TP: 4
Attribute: N/A
Skill Type: Restoration
Description: Detoxify cures Poison and Weak. Learn this skill from Professor Mazet in Morle.

Death Blossom
TP: 12
Attribute: Equip
Skill Type: Air
Description: Death Blossom is a combination of dive kick and Triple Blossom.

Twin Palm Strike
TP: 12
Attribute: Equip
Skill Type: Power
Description: Chi gathers in the fist and thrust into the enemy with deadly force.

Mirage
TP: 10
Attribute: N/A
Skill Type: Ground
Description: Mirage evades enemy attack, like leaves drifting in the wind.

Super Sonic Fist
TP: 18
Attribute: Equip
Skill Type: Power
Description: This is Sonic Fist performed at warp speed.

Life
TP: 50
Attribute: N/A
Skill Type: Restoration
Description: Life resurrects a dead ally. Learn this skill from Galenos in Luishka.

Super Swallow Dance
TP: 13
Attribute: Equip
Skill Type: Ground to air
Description: Swallow Dance combined with an additional powerful blow.

Eagle Rage
TP: 20
Attribute: Equip
Skill Type: Air
Description: Rise far above and dive into the enemy with a destructive force.

Chi
TP: 20
Attribute: Equip
Skill Type: Power
Description: Chi blasts the enemy with a massive concentration of energy.

Fatal Fury
TP: 60
Attributes: Equip, Fire
Skill Type: Power
Description: Fatal Fury is a combination attack performed at sonic speed.

Deadly Force
TP: 80
Attribute: Elemental
Skill Type: Power
Description: Deadly Force stuns the enemy with an energy blast and can only be learned after Farah leads in battle for 300 fights.

Meredy's Skill List
Although Meredy is a powerful Craymel Mage, she can use certain default skills before she acquires her first Craymel.

Ice Needles
TP: 6
Attribute: Ice
Skill Type: Attack
Range: Radius
Description: This strikes the enemy with needles of ice. (Meredy's default skill)

Grave
TP: 7
Attribute: Earth
Skill Type: Attack
Range: Narrow
Description: Spear-shaped rocks thrust up from below. (Meredy's default skill)

Lightning
TP: 7
Attribute: Lightning
Skill Type: Attack
Range: Narrow
Description: Shower the enemy with lightning. (Meredy's default skill)

Keele's Skill List
Although Keele is a powerful Craymel Mage, he can use certain default skills before he acquires his first Craymel.

Aqua Edge
TP: 7
Attribute: Water
Skill Type: Attack
Range: Radius
Description: Aqua Edge slices the enemy with the force of water. (Keele's default skill)

Wind Blade
TP: 7
Attribute: Wind
Skill Type: Attack
Range: Close range
Description: Wind Blade shears the enemy with a blast of wind. (Keele's default skill)

Fireball
TP: 7
Attribute: Fire
Skill Type: Attack
Range: Radius
Description: Shoots multiple fireballs at the enemy. (Keele's default skill)

Chat's Skill List
Chat uses a variety of Hammer abilities. Her Special Skills are unique in that you can chain them in specific patterns. Each attack is rated either A, B, or C. You can chain together Chat's special abilities when used in the following order A + B + C.

Ice Hammer
TP: 20
Attribute: Ice
Skill Type: A
Description: Ice Hammer sometimes causes Freeze.

Pow Hammer
TP: 12
Attribute: Earth
Skill Type: A
Description: Pow Hammer sometimes causes KO.

Toss Hammer
TP: 16
Attribute: Water
Skill Type: A
Description: Toss Hammer sometimes causes Poison.

Para Ball
TP: 16
Attribute: Lightning
Skill Type: B
Description: Para Ball sometimes causes Stun.

Rover Tool
TP: 15
Attribute: N/A
Skill Type: B
Description: This is a must-have tool of pirates.

Eternal Hammer
TP: 60
Attribute: N/A
Skill Type: C
Description: Eternal Hammer needs no explanation.

Max's Skill List
All of Max's Special Skills are specialty shots with his massive plasma weapons. The weapon he equips is unimportant when using these abilities. Each of Max's skills are either a Lv 1, Lv 2, or Lv 3 type. When equipped with the Canceller, Max can string his special attacks together in the following arrangement: Lv 1 + Lv 2 + Lv 3.

Burning Force
TP: 20
Attribute: Fire
Skill Type: Lv 1
Description: Shoots the enemy with a large fireball.

Aqua Spiral
TP: 28
Attribute: Water
Skill Type: Lv 1
Description: Spears the enemy with intense water pressure.

Air Blade
TP: 24
Attribute: Wind
Skill Type: Lv 1
Description: Shoots the enemy with a spinning ball of energy.

Rage Laser
TP: 34
Attribute: Light
Skill Type: Lv 2
Description: Douses the enemy with Light energy.

Dark Laser
TP: 40
Attribute: Shadow
Skill Type: Lv 2
Description: Unleashes a concentration of dark energy on the enemy with deadly force.

Elemental Master
TP: 72
Attributes: Fire, Water, Wind, Earth
Skill Type: Lv 3
Description: Elemental Master combines the energy of all the Craymels to emit a powerful force.

CRAYMEL ARTES

Eternia is infused with the power of enigmatic beings known as Craymels. Each type of Craymel is associated with a different element. Fire Craymels infuse the power of flame; Wind Craymels, the strength of rushing winds. The most powerful are Greater Craymels, and with their power, amazing feats of magic and healing can be performed.

Craymel Cages

You store Craymels in Craymel Cages, storing up to six in a single Cage. For a character to use the power of a particular Craymel, that Craymel must be in the Cage. More powerful Craymel spells require the combined power of two Craymels. To use these spells, the Craymels must be in opposite Cages and the character holding the primary Craymel will cast the Arte.

Each Craymel has three statistics—Vitality, Level, and Experience. "Vitality" represents the health and present power of the Craymel. The higher the Vitality, the faster a Craymel Mage can cast spells using that Craymel. When a Craymel is at maximum Vitality, summon it directly, and the Craymel will use its awesome power for the benefit of your party.

A Craymel can gain Vitality in two ways. The first, and most common is through the use of its powers. The more spells you use from a particular Craymel, the stronger that Craymel becomes. The second way is through the use of Craymel items such as Shards and Crystals, which are Craymel specific—a Wind Shard only works on a Wind Craymel, while a Light Crystal only works on a Light Craymel. A Shard increases the Vitality of a Craymel by +1, while a Crystal increases Vitality by +2.

"Level" indicates a Craymel's present level of power. The higher a Craymel's Level, the more powerful the spells it can invoke. "Experience" represents a Craymel's experience and knowledge level. The higher the Experience, the greater a Craymel's Level, and thus, the more powerful the spells. A Craymel gains experience after each battle.

Fringing

By Fringing special Craymel combinations using the Craymel Cage command on the Main menu screen, you can acquire new Craymel Artes. Combinations of Water and Wind form Heal, Fire and Water form Sharpness, and Fire and Wind form Concentrate. You can only acquire new Craymel Artes when those Craymels reach the required experience Levels.

To acquire Sharpness, Fire must be Level 5, and Water must be Level 7. For Concentrate, Wind must be Level 6, and Fire must be Level 5. You can also raise some Craymel Experience Levels with Shards and other items.

A message appears after a battle if new Craymel Artes are available. When the message "Fringe to create a new Craymel Arte" appears, immediately do so to acquire a new Craymel Arte.

The message "Activity detected in C. Cage" means you can Fringe if you change the combination of Craymels in the Craymel Cages. However, changing combinations may break up combinations for Craymel Artes you have been using, so be careful.

The Color of Craymel Artes in the Craymel Cage

When you select a Craymel in the Cage, a list of the Craymel Artes associated with that Craymel appears. In battle, you can use the Craymel Artes indicated in white. You cannot yet use those indicated in blue because the Craymels' Levels are not high enough, although the combination is correct. You cannot use the Craymel Artes indicated in red because the combination of Craymels is incorrect, although you acquired that Arte. You cannot use the Craymel Artes indicated in gray because you have neither the correct combination nor the required Levels. You can acquire the Craymels Artes indicated in Yellow by Fringing.

Water Craymel Artes

Spread
TP: 9
Attribute: Water
Skill Type: Attack
Range: Narrow
Primary Craymel: Water
Secondary Craymel: N/A
Description: Whirling water shreds the enemy.

Heal
TP: 16
Attribute: N/A
Skill Type: Restoration
Range: One ally
Primary Craymel: Water
Secondary Craymel: Wind
Description: This Water Craymel Arte restores an ally's HP.

Acid Rain
TP: 10
Attribute: N/A
Skill Type: Support
Range: All enemies
Primary Craymel: Water
Secondary Craymel: Earth
Description: The acid reduces the enemy's resistance.

Nurse
TP: 42
Attribute: N/A
Skill Type: Restoration
Range: All allies
Primary Craymel: Water
Secondary Craymel: Ice
Description: Nurse restores all ally HP.

Restore
TP: 60
Attribute: N/A
Skill Type: Restoration
Range: Middle
Primary Craymel: Water
Secondary Craymel: Light
Description: This Water Craymel Arte restores HP of allies in the area.

Cure
TP: 32
Attribute: N/A
Skill Type: Restoration
Range: One ally
Primary Craymel: Water
Secondary Craymel: Elemental
Description: Cure restores an ally's HP.

Resurrection
TP: 96
Attribute: N/A
Skill Type: Restoration
Range: One ally
Primary Craymel: Water
Secondary Craymel: Time
Description: Resurrection revives a dead ally.

Wind Craymel Artes

Air Thrust
TP: 12
Attribute: Wind
Skill Type: Attack
Range: Narrow
Primary Craymel: Wind
Secondary Craymel: N/A
Description: Air Thrust shears the enemy with multiple blades of wind.

Concentrate
TP: 6
Attribute: N/A
Skill Type: Support
Range: One ally
Primary Craymel: Wind
Secondary Craymel: Fire
Description: Concentrate increases an ally's Accuracy.

Medical Plus
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Wind
Secondary Craymel: Light
Description: When you use Craymel Artes, this power-up restores an additional +5 percent of HP during battle.

Cyclone
TP: 44
Attribute: Wind
Skill Type: Attack
Range: Middle
Primary Craymel: Wind
Secondary Craymel: Shadow
Description: Cyclone engulfs the enemy in a twister.

Item Plus
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Wind
Secondary Craymel: Elemental
Description: This power-up awards an additional bonus after a Technical Smash.

Fire Craymel Artes

Sharpness
TP: 6
Attribute: N/A
Skill Type: Support
Range: One ally
Primary Craymel: Fire
Secondary Craymel: Water
Description: Sharpness increases an ally's Attack.

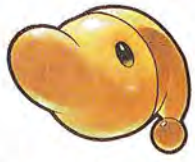
Eruption
TP: 18
Attribute: Fire
Skill Type: Attack
Range: Middle
Primary Craymel: Fire
Secondary Craymel: N/A
Description: Eruption surrounds the enemy in scalding magma.

Flame Wall
TP: 12
Attribute: Fire
Skill Type: Attack
Range: Narrow
Primary Craymel: Fire
Secondary Craymel: Earth
Description: Flame Wall sets a flame trap in front of the enemy.

Explode
TP: 36
Attribute: Fire
Skill Type: Attack
Range: Middle
Primary Craymel: Fire
Secondary Craymel: Lightning
Description: This Craymel Arte swallows the enemy in a massive explosion.

Earth Craymel Artes

Mental Charge
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Earth
Secondary Craymel: Wind
Description: This power-up restores +1 percent of all ally TP at the end of battle.



Stalagmite
TP: 18
Attribute: Earth
Skill Type: Attack
Range: Middle
Primary Craymel: Earth
Secondary Craymel: N/A
Description: Massive boulders jet out from the ground.

Life Rescue
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Earth
Secondary Craymel: Light
Description: This power-up automatically restores HP as it decreases.

Ground Dasher
TP: 48
Attribute: Earth
Skill Type: Attack
Range: Screen
Primary Craymel: Earth
Secondary Craymel: Shadow
Description: With this Earth Craymel Arte, destructive forces of earth are brought to life.

Mental Supply
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Earth
Secondary Craymel: Elemental
Description: This power-up restores TP according to the amount of damage received.

Ice Craymel Artes

Blizzard
TP: 20
Attribute: Ice
Skill Type: Attack
Range: All enemies
Primary Craymel: Ice
Secondary Craymel: Wind
Description: Blizzard raises a fierce snowstorm.

Freeze Guard
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Ice
Secondary Craymel: Fire
Description: This power-up protects against Freeze.

Resist
TP: 6
Attribute: N/A
Skill Type: Support
Range: One ally
Primary Craymel: Ice
Secondary Craymel: Earth
Description: Resist increases an ally's Defense.

Freeze Lance
TP: 21
Attribute: Ice
Skill Type: Attack
Range: Radius
Primary Craymel: Ice
Secondary Craymel: N/A
Description: Freeze Lancer showers the enemy with spears of ice.

Absolute
TP: 30
Attribute: Ice
Skill Type: Attack
Range: Narrow
Primary Craymel: Ice
Secondary Craymel: Lightning
Description: Absolute freezes the enemy with an ultra cold blast.

Lightning Craymel Artes

Stun Guard
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Lightning
Secondary Craymel: Water
Description: This power-up protects against Stun.

Charge
TP: 100
Attribute: N/A
Skill Type: Support
Range: One ally
Primary Craymel: Lightning
Secondary Craymel: Wind
Description: Charge allows you to share your TP with an ally. Defeating the enemy restores TP.

Recover
TP: 10
Attribute: N/A
Skill Type: Restoration
Range: One ally
Primary Craymel: Lightning
Secondary Craymel: Earth
Description: This Lightning Craymel Arte cures an ally's abnormal status.

Thunderblade
TP: 24
Attribute: Lightning
Skill Type: Attack
Range: Middle
Primary Craymel: Lightning
Secondary Craymel: N/A
Description: Thunderblade tears apart the enemy with blades of lightning.

Indignation
TP: 52
Attribute: Lightning
Skill Type: Attack
Range: Middle
Primary Craymel: Lightning
Secondary Craymel: Light
Description: With this Lightning Craymel Arte, a lightning storm engulfs the enemy.

Shadow Craymel Artes

Deep Mist
TP: 6
Attribute: N/A
Skill Type: Support
Range: One enemy
Primary Craymel: Shadow
Secondary Craymel: Water
Description: This Shadow Craymel Arte shrouds the enemy in mist that reduces the enemy's Accuracy.

Barrier
TP: 6
Attribute: N/A
Skill Type: Support
Range: One ally
Primary Craymel: Shadow
Secondary Craymel: Lightning
Description: Barrier increases an ally's Defense.

Dark Force
TP: 32
Attribute: Shadow
Skill Type: Attack
Range: Middle
Primary Craymel: Shadow
Secondary Craymel: N/A
Description: Dark Force wraps the enemy in a barrier of darkness.

Bloody Howl
TP: 72
Attribute: Shadow
Skill Type: Attack
Range: Radius
Primary Craymel: Shadow
Secondary Craymel: Time
Description: Bloody Howl shreds the enemy with a screaming curse.

Light Craymel Artes

Holy Bliss
TP: 8
Attribute: N/A
Skill Type: Support
Range: One ally
Primary Craymel: Light
Secondary Craymel: Fire
Description: Holy Bliss gradually regenerates HP and heals the last damage received.

Ray
TP: 30
Attribute: Light
Skill Type: Attack
Range: Radius
Primary Craymel: Light
Secondary Craymel: N/A
Description: This Light Craymel Arte showers the enemy with numerous heat rays.

Health
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Light
Secondary Craymel: Shadow
Description: With this power-up, defeating an enemy restores some HP.

Holy Lance
TP: 52
Attribute: Light
Skill Type: Attack
Range: One enemy
Primary Craymel: Light
Secondary Craymel: Elemental
Description: Holy Lance showers the enemy with numerous spears of light.

Elemental Craymel Artes

Life Up
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Elemental
Secondary Craymel: Ice
Description: This power-up adds +2 Bonus HP at level up.

Poison Guard
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Elemental
Secondary Craymel: Shadow
Description: This power-up protects against Poison.

Meteor Swarm
TP: 60
Attribute: Elemental
Skill Type: Attack
Range: Screen
Primary Craymel: Elemental
Secondary Craymel: N/A
Description: This Elemental Craymel Arte calls forth meteors to strike the enemy.

Shooting Star
TP: 80
Attribute: Elemental
Skill Type: Attack
Range: All enemies
Primary Craymel: Elemental
Secondary Craymel: Time
Description: This Craymel Arte calls forth shooting stars to strike the enemy.

Time Craymel Artes

Mental Up
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Time
Secondary Craymel: Fire
Description: This power-up adds a bonus +1 TP at level up.

Delay
TP: 60
Attribute: N/A
Skill Type: Support
Range: Middle
Primary Craymel: Time
Secondary Craymel: Earth
Description: Distorting time delays the enemy's chant.

Stagnation
TP: 16
Attribute: N/A
Skill Type: Support
Range: Middle
Primary Craymel: Support
Secondary Craymel: Ice
Description: Stagnation delays the enemy's recovery time.

Drain Guard
TP: N/A
Attribute: N/A
Skill Type: Power-up
Range: All allies
Primary Craymel: Time
Secondary Craymel: Light
Description: This power-up protects against Weak.

Distortion
TP: 64
Attribute: Time
Skill Type: Attack
Range: One enemy
Primary Craymel: Time
Secondary Craymel: N/A
Description: Time is distorted to erase enemy existence.

Summoning Greater Craymels

In addition to Meredy and Keele's amazing spells, they can also summon the Greater Craymels under the right conditions. As a specific Craymel uses its powers, the Vitality increases. When Vitality reaches its maximum levels, you can summon the Greater Craymel to aid the party. Each Greater Craymel brings different abilities to the battlefield.

Undine
TP: 30
Attribute: Water
Skill Type: Attack, Restoration
Range: All allies/enemies
Description: Undine inflicts damage to all enemies on the screen and fully restores all allies' HP.

Sylph
TP: 40
Attribute: Wind
Skill Type: Attack
Range: All enemies
Description: Sylph inflicts damage to all enemies and sometimes reduces the enemies' Accuracy.

Efreet
TP: 50
Attribute: Fire
Skill Type: Attack
Range: All enemies
Description: Efreet inflicts severe damage.

Gnome
TP: 60
Attribute: Earth
Skill Type: Attack
Range: All enemies
Description: Gnome inflicts damage to all enemies and sometimes reduces the enemies' Accuracy.

Celsius
TP: 70
Attribute: Ice
Skill Type: Attack
Range: All enemies
Description: Celsius inflicts damage and sometimes freezes the enemy.

Volt
TP: 80
Attribute: Lightning
Skill Type: Attack
Range: All enemies
Description: Volt inflicts damage.

Rem
TP: 90
Attribute: Light
Skill Type: Restoration
Range: All allies
Description: Rem resurrects dead allies and fully restores all ally's HP.

Shadow
TP: 90
Attribute: Shadow
Skill Type: Attack
Range: All enemies
Description: Shadow inflicts damage.

Maxwell
TP: 100
Attribute: Elemental
Skill Type: Attack
Range: All enemies
Description: Maxwell inflicts damage.

Sekundes
TP: 150
Attribute: Time
Skill Type: Attack
Range: All enemies
Description: Sekundes inflicts damage.

Destiny
TP: 200
Attribute: Destiny
Skill Type: Attack
Range: All enemies
Description: Characters from *Tales of Destiny* make a cameo appearance and attack the enemies. You must have the Summon Destiny weapon before using this power. You may only use it every 30 game-play minutes.

THE ADVENTURE BEGINS

The adventure opens in a forest, with a mysterious elder walking in the darkness. The elder quickly comes upon an enormous pod ship with a pink-haired young woman standing beside it, busy preparing for a long voyage. After a brief conversation, the young lass and her tiny squirrel-like companion climb aboard the craft. The ship launches itself into the night sky, casting her toward an unknown future.

Rasheans Forest (22, 106)

note *The numbers listed beside each town, village, or dungeon are GPS coordinates. After you have found the GPS device, a valuable tool among pirates, you'll be able to use these coordinates to guide you from location to location.*

Interpreting Stats

HP: How much damage a creature can sustain before it is killed
Exp: How much experience your party will receive for defeating this creature. This experience is spread through every conscious member of the party at the end of combat.
Gald: How much Gald is found on the creature's body after combat. Gald is the universal monetary unit throughout all of Eternia.
Attack: Overall combat skill. A higher Attack Rating causes more damage and increases the success of a hit.
Defense: A creature's ability to avoid injury, be it through agility or natural toughness.
Intelligence: Affects the power and success rate of Cryamel Artes and special attack types, as well as the creature's resistance to them.
Strong Against: The attack types a creature is resistant to. This also is a measurement of how much extra damage a creature inflicts using that attack type.
Weak Against: The attack types a creature is vulnerable to. This also is a measurement of how ineffective a creature's attacks are against characters using that attack type.
Special Attack: The elemental ability that augments a creature's attacks.
Item Dropped: A defeated creature sometimes drops an item. This statistic shows which item, and the probability it will be dropped.

The number beside a creature's name indicates its place in the *Monster Collection Book*.

Creatures have either strengths against or vulnerabilities to many different elemental attacks. The following list shows what each elemental icon in the game represents.

- W Water
- Wd Wind
- F Fire
- E Earth
- I Ice
- V Volt
- L Light
- S Shadow
- El Elemental
- Ti Time

The degree to which an icon flashes demonstrates the degree of strength/weakness. An unblinking icon indicates minimal strength/weakness. A faster, brighter icon indicates higher strength/weakness.

New Encounters

Beast Bear (#20)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
750	16	40	90	140	58	Ice	Fire	—	Bear Meat (50%), Tuna (15%)

Beast Bears are slow creatures that pack a wallop with their powerful claws. If they connect, expect to take 50 to 75 points of damage in a single strike. Defend using a series of two- and three-shot combos followed by a defensive block or quick retreat. Attacking too aggressively leaves you open to serious damage.

New Encounters con't.

Rocky Hawk (#27)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
580	14	36	45	80	19	Ice	Fire	—	Egg (30%)

Rocky Hawks hover above the ground, so direct your attacks skyward. Jump attacks knock them to the ground, where a Rocky Hawk is helpless. Pepper it with a series of well-placed swings and thrusts, then hammer it every time it tries to get airborne. If you are fast enough, you can dispatch this surly bird before it returns to the sky.

Night Raid (#17)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
450	12	28	60	120	53	Ice	Fire	—	Apple Gel (12%), Panacea Bottle (5%)

Night Raids differ from most monsters because of their excellent mobility. They bound up to you as the battle begins and run after you land a few successful shots. Charge and attack these beasts relentlessly. Continually string together a series of combos so the Night Raid can't counterattack. When battling packs of these bloodthirsty beasts, keep your guard up against their slow but powerful bite.

Slime (#28)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
255	10	32	45	95	14	Water	Fire, Ice	—	Apple Gel (15%), Konia (15%)

Slime is easy to defeat. A simple hit-and-run tactic works best. Never do more than a single combo worth of damage before falling back to reduce it to a pool of messy goo.

Meanwhile, in the land of Inferia, near the village of Rasheans, our young hero Reid, newly returned from his hunt, makes a short journey to a distant observation tower. Here Reid meets his long-time friend Farah, who is looking at the strange signs in the sky. After a brief reminiscence, both are taken aback by the sight of something hurtling down from the sky.

The object crashes near Reid and Farah, obliterating the flimsy wooden observation tower. After pulling herself from the wreckage, Farah impulsively rushes into the forest to investigate the mysterious crash. At this point, you are given control of Reid, alone and grumbling in the forest. Head down the only path available in pursuit of Farah.

Reid Hershel

Level	HP	TP	Strength	Punch	Kick	Defense	Intelligence	Luck	Evade	Accuracy
8	560	66	40	115	110	33	80	10	100	100

Reid is the primary fighter of your party. With his powerful thrust and swing attacks, he can cut most enemies down to size. Add to that his high HP count, and you have a capable and durable fighter. Reid begins with a Hand Axe and Soft Leather Armor.

Farah Oersted

Level	HP	TP	Strength	Punch	Kick	Defense	Intelligence	Luck	Evade	Accuracy
8	480	74	56	116	124	39	96	61	104	98

Although Farah looks a little more like a common village girl, she is actually a competent and skilled martial artist. She carries no weapon beyond her fists and feet, yet she is capable of inflicting terrible damage on her opponents. Despite the fact that Farah is not as durable as Reid, she is considerably stronger. Consider her, along with Reid, to be the muscle of your party.

Continue down the path, where you are likely to encounter your first battle. You will undoubtedly fight something that represents no real danger, such as a Beast Bear or a Rocky Hawk. Dispatch the creature with a short series of combos, then continue down the path. Enter a clearing, with trails heading to the north, east, and west. A load point sits at the crossroads. Head east, picking up the Wooden Shield and Spectacles sitting along the path.

tip *Immediately equip the Wooden Shield.*

note *When you save a game inside a dungeon, then load a game, it starts at the last load point you encountered.*

tip *To the north, you find a single serving of Apple Gel. If you head west, go through a wooded area to a lakeside statue for more Apple Gel. Grab both items before heading east (you won't be able to collect them later).*

To the east is a strange blue creature chattering endlessly, sitting in the middle of the path. Follow "Keweekee" north to discover the crash site and the odd purple-haired visitor that appears in the forest. Reid and Farah try to communicate with this mystery girl, but they can make no sense of her strange language. The conversation is cut short when her damaged craft suddenly crackles and sparks. Reid, Farah, and their new companion barely make it to safety before the small pod explodes, leaving a debris-filled crater. With their new companion in tow, and more questions than answers, the group heads back to Rasheans.

note *Return to the forest later to discover a Lens hidden in a piece of the destroyed craft.*

Rasheans (Elder Khamran's House) (22, 106)

Led by Farah, the group visits the village elder, Khamran. After explaining their situation, Khamran grimly decrees the mysterious stranger is too dangerous and must be cast out of the village. A moment later the walls of his peaceful home shatter as a tall man strides in through the debris. He speaks the same language as the mysterious young girl. After a brief argument in their foreign tongue, a battle between the stranger and our two young Inferians begins.

Battling the Mystery Man (#110)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,000	300	800	110	20	20	Volt	—	Fire	Life Bottle (100%), Orange Gel (100%)

The mystery man is quite formidable if you don't know how to defeat him. Immediately engage the stranger, trying to press him into a corner. Once there, hammer him relentlessly with your best combos. You have Farah and her mastery of martial arts to assist you. Give her extremely aggressive orders, because a strong attack is the only way to protect yourself from the stranger's powerful elemental strikes.

After you defeat the mystery man, he retreats, making a few parting comments in his strange language before leaving through the hole in the wall.

Khamran uses the recent attack as further justification to cast the young girl out of the village. Farah agrees to do as the elder commands—and decides to leave with her. Reid, as usual, is caught up in Farah's impulsiveness and eventually agrees to go along. The entire party meets at Farah's house before leaving the village.

Rasheans (Farah's House) (22, 106)

Reid and Farah discuss what they will do outside the village and decide they will search out Keele Zeibel, a childhood friend now studying at Mintche University. His great knowledge might help them determine who the mysterious girl actually is. After all members of your party merge into the Reid icon, you can be on your way. Before leaving, collect all of the goodies scattered through the village.

Preparations for the Journey

You find many useful items in the village. Collect them all before leaving—you need the provisions.

- In the abandoned windmill to the left of the traveler's shop, grab the Lens hidden near the boarded-up doorway.
- Also near the abandoned windmill is a villager that will trade your Hand Axe for either a Short Sword or a Short Spear. Trade as many times as you like.
- You find 500 Gald on the south side of Elder Khamran's home, near the huge hole in the wall on the first floor.
- Upstairs in Khamran's bedroom, you find a *Collector's Book* on the bookshelf near the open window.
- A single serving of Apple Gel is in the cellar of Reid's house in a large jar containing pickles.
- Also in Reid's basement, you find a Lens in a box on the right-hand side.

Wonder Chef

Scattered throughout the game are the many hiding places of the Wonder Chef. Your first encounter with this culinary master is in a home just south of Farah's house. Inside, a pig sits on the floor near several baskets of fruit. Stand near the pig and press ✕ to awaken him. The Wonder Chef teaches you how to make a Sandwich and even gives you Bread, Lettuce, and Cheese. A sandwich restores some of your ally's HP.

To learn another recipe, head into the traveler's shop on the south side of town and investigate a suit of armor topped with an orange helmet. This time Wonder Chef teaches you how to make an Omelette, including Rice, Eggs, and Onions. Omelettes cure all abnormal states your characters might be afflicted with.

Wonder Chef often hides in strange or unusually colored items. As you investigate various houses and buildings, keep an eye out for pink pigs, orange helmets, or anything else that seems slightly out of place. The Wonder Chef can teach you a total of 27 valuable recipes and you can learn how to make 8 more dishes by mastering the Wonder Chef dishes. The last recipe is the Dark Pot which is neither taught nor learned.

Before leaving the village, make a trip to the travel shop, where you can purchase a variety of items that will aid you on your journey. Add several Apple Gels to your inventory, as well as some food items for cooking. Consider a Long Sword for Reid, along with some Panacea Bottles.

tip *You can never have more than 15 of the same item in your inventory. Do not purchase more than 12 or 13 in case you find more along your journey.*

Meredy

Level	HP	TP	Strength	Attack	Defense	Intelligence	Luck	Evade	Accuracy
7	336	88	24	59	39	102	50	72	74

Meredy isn't much of a hand-to-hand fighter, but she has a variety of effective TP attacks as well as the services of her faithful companion Quickie. Keep her away from the brunt of combat, as she tends to fall quickly. However, when properly protected, she can add some serious firepower to the powerful hand-to-hand attacks of Reid and Farah.

New Encounters

Zombie (#69)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,300	14	60	90	20	0	Ice, Shadow	Fire, Light	Shadow	Apple Gel (20%), Orange Gel (5%)

When dealing with Zombies, keep your guard up. Although generally slow and cumbersome, Zombies charge with surprising strength, potentially stunning and injuring your entire party. However, if you maintain a steady stream of special attacks and combos on a Zombie horde, you can usually eliminate them before they do any serious harm.

Sprite (#93)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
580	16	40	50	40	0	Fire, Shadow	Water, Light	—	Apple Gel (15%), Orange Gel (8%)

Sprites hover above the ground, swooping down to injure their targets. While airborne, they are relatively difficult to hit and tend to move rapidly. Bring them down with an upward slash, then pummel them mercilessly.

Sword Soldier (#3)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
780	14	63	80	110	50	—	Volt	—	Bread (40%), Long Sword (2%)

Sword Soldiers are competent warriors, capable of inflicting terrible damage and defending themselves against some of your most effective combos. Engage them using a balanced attack strategy; first hit them with a short series of thrusts and slashes, then raise your defenses to protect against counterattack. When Sword Soldiers bunch together, use penetrating thrust attacks to damage multiple targets simultaneously.

Witch (#5)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
450	14	72	63	22	52	Ice	Fire	—	Spectacles (25%), Pasta (45%)

Witches are minor users of magic that wreak havoc among your party members from a great distance. They are often found with Sword Soldiers. When facing the Soldier/Witch combination, target the Witches first. They are fragile, yet capable of causing great injury during a battle if ignored.

After you leave Rasheans, you enter the Field screen. Head south on the main road, then use a nearby bridge to cross west over the river. Small groups of Rocky Hawks, Beast Bears, or other enemies will undoubtedly confront you. With your entire group fighting, you should be able to handle them easily. Follow the main road along the river, ignoring for now the side roads you pass. Your party quickly arrives at the Rasheans River Pier.

Rasheans River Pier (30, 122)

When you arrive at the Pier, follow the river until you come to a landslide blocking your path. One of the workers recommends a trip to Regulus Dojo, where the master of the school might help you find another way south to Mintche. After a short dialogue with the workers, head back up the river until you reach the Field screen. Once there, follow the main trail until it splits, then take the southern fork to reach the Dojo.

note *On the way to Regulus Dojo, you'll pass by the Regulus Knoll (17, 119). All gates to the Knoll are currently locked, making entry impossible.*

Regulus Dojo (23, 124)

New Encounters

Monk (#41)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
500	8	12	42	10	46	—	—	—	—

Monks appear in large numbers, but are easy to defeat. They attack slowly and infrequently, allowing you to attack aggressively with little danger of damage. Thrust into large Monk packs, skewering several with each thrust. Rush from one group to the other, depriving the Monks of an opportunity to counterattack and keeping your opponents at bay.

At the Dojo, head to the inn to rest and check out the supply shop near the main entrance for new and useful items. Once rested and equipped, continue into the Dojo prepared and ready for action. Reid is mistaken for a new student and given the brutal test of initiation. Moments after stepping into the Dojo training room, eight Monks drop from the ceiling and engage Reid to test his skills. Although Reid is badly outnumbered, keep moving to win the battle easily.

tip *Thrusting attacks are extremely effective, especially as the battle opens and the Monks are in groups of four on either side of you. You can stab multiple opponents with each thrust.*

Wonder Chef Rides Again!

Head to the upper floor of the inn near the main entrance of the Regulus Dojo. In the right-hand corner of the room is a yellow teakettle. Investigate the kettle to find the Wonder Chef. This time, stamina-recovering Beef Stew is on the menu. The Chef gives you Bear Meat, Cabbage, and Carrots for this dish.

tip *In the advanced combat room in the Dojo, grab the Lens hidden by the table near the front of the room.*

With the best and brightest of the Dojo on the training room floor, you are introduced to the school's master, an enigmatic figure named Franco. After witnessing Reid's impressive display of skill and courage, Franco offers to teach him. When Reid flatly refuses, a short conversation between Farah and her former teacher ensues. Afterward, you are allowed to peruse the Dojo and investigate anything you wish.

There are goodies in two red vases on either side of the main entrance. After collecting the treats, move from the main training room to the hall beyond. Franco is waiting in front of one of many doors. Follow him into his room to learn how to bypass the blocked southern road.

note *In the hall beyond the training rooms are doors to four different chambers. The two middle doors contain sparring rooms where you discover students that teach you about various combat controls.*

Franco suggests that you use Craymel Artes to calm the raging river, then use a raft to travel southward. Paollo, one of the workers clearing away the landslide, is assigned to help you on your journey. Follow Paollo to one of the other rooms in the Dojo. After giving you a brief description of the Craymel Artes, Paollo hurries off to Rasheans River Pier, where he waits for you. Exit the Dojo, and make your way back to the Pier.

note *Before leaving, Franco teaches Farah the new skill of Healing. More importantly, a student in one of the four chambers will teach you about Manual control and give you the item "Manual."*

Rasheans River Pier (30, 122)

Paollo is waiting for you with a wooden raft when you arrive. When you are ready to leave, Paollo uses the Water Craymel to quiet the raging river. Strangely, he uses the same language that Meredy speaks to invoke the Craymel. Unfortunately, Paollo's mastery of the language is limited to invocations.

Running the River Minigame

How to Play

Steer the raft downstream. As you accelerate, the acceleration gauge rises. You cannot steer the raft when the gauge is full. You temporarily lose control if the raft hits an obstacle or the riverside.

Controls

←,→ Steer the raft

× Accelerate

Strategy

Even quieted, the Rasheans River is a treacherous run. The raging river has winding and twisting canyons. Keep a safe distance from the canyon walls, always keeping an eye on the turns ahead.

Periodically, rocks fall from the canyon walls, often landing directly in front of your fragile raft. A boulder usually lands near the side of the canyon it falls from—if a rock falls from the left side, it usually lands on the left side of the river. When you see a boulder falling, adjust your course to give it a bit of extra room. Act quickly! You often barely have a second before you have to react.

Split waterways complicate your river voyage. At three different points, the river splits, dividing the Rasheans River into two narrow waterways. Although you can use either waterway, don't hit the canyon walls while riding the rapids through these tight passages.

Wilderness Encounters

Bandit (#0)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
900	10	36	40	60	55	—	Fire	—	Cheese (30%), Thief's Cape (12%)

Bandits are both quick and deadly, using devastating thrusting attacks. Luckily, they attack infrequently, giving you plenty of time to hammer them with your best combos. Bandits are also slow to recover, allowing you to apply several strings of attacks.

Archer (#57)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
600	14	72	54	20	30	—	—	—	Bread (35%), Spectacles (50%)

Archers typically hang back behind other, more stalwart opponents. Rush past the defenders, and eliminate the Archers first. Otherwise, you are peppered with attacks as you battle Bandits, Sword Soldiers, or other formidable enemies. When attacked directly, Archers fall with only a few blows.

Mintche (68, 142)

Although a little wet, your party arrives safely on the southern bank of the river. Follow the main road east as it winds toward Mintche, a lively city, where people are bustling in every direction. When you enter the city, you find an inn just to the left. Rest there to recover from your journey, then continue deeper into the city. You also find a weapons shop, cafeteria, and even a library. Investigate each one closely. After you explore the town, follow the yellow brick road to the left until you reach Mintche University.

Wonder Chef

In the right-hand corner of the cafeteria, you find yet another odd item that summons the Wonder Chef—in this case, a potted pink flower. Wonder Chef teaches you how to make Hamburger, a student favorite. He also gives you Bread, Lettuce, and Bear Meat.

tip *Near the Craymel Ball Court, you notice two young students planning their future together. Say hello to Katrine and Pierre—you'll see plenty of them later.*

Craymel Ball Minigame

During your tour of the town, your party comes across a pair of young girls near a Craymel Ball Court. If you talk to them, they immediately challenge you to a match. You can play against them directly or use the court for a two-player match.

Craymel Ball Minigame con't.

Rules

You lose if you get hit three times by the ball. You, your opponent, and the ball have an aura of one of two colors—red or blue. Opposite colors attract. The same colors repel. Use these properties to hit your opponent with the ball. You can't be the same color as your opponent, however. If your opponent becomes one color, you become the opposite. The colors are determined by the crystals you pick up. The ball changes colors on its own, so watch out.

You can also throw Elemental Bombs. When activated, the player's aura temporarily expands, then disappears.

Controls

←,→,↑,↓ Move the player X Elemental Bomb

You can win two ways. The first is to smash your opponent three times with the Craymel Ball. The second is to have more smashes than your opponent at the end of a 60-second round. In a draw, an extra 60-second round is played, using two Craymel Balls.

Repulsion is better than attraction. Because the goal of the game is to avoid getting smashed by the ball, it is much better to have the same color as the ball. If you have the same color, the ball has a natural tendency to move away from you. You can use that tendency to corral the ball toward an opponent.

Elemental Bombs are also an effective tool. If you have the same color as the ball, activating an Elemental Bomb rockets the ball away from you. If you place the ball between you and your opponent, firing an Elemental Bomb is a nearly guaranteed hit. *Never* use an Elemental Bomb if you have the opposite color of the ball. The ball will rocket toward you like a homing missile!

tip *Search the trees to the left of the Craymel Ball girls to find a Lens hidden among the branches.*

The receptionist greets you as you enter Mintche University. After learning more about where to find Keele and watching one of Meredy's strange table dances, your party rushes into the inner halls of the university. The second door on the left is the light laboratory, where you've been told you can find Keele.

After trying to talk with every lab assistant in laboratory, an excited Meredy strides into the room. Everything goes crazy as the crystal dangling across her forehead glows, causing a delicate experiment to explode. Attracted by the noise and commotion, the Dean of the school soon arrives and demands that your party be cast out of the college.

Zank, a lab assistant from the now-damaged light laboratory, takes you to a classroom after the Dean's tirade. Here the party and Zank converse about the origins of Meredy as they wait for the Dean to cool off. After speculating that Meredy may be an Imperial Craymel Mage, Zank finally tells the party where it can find Keele—at the Mt. Mintche Observatory located southwest of Mintche. Finish your conversation, then make your way out of Mintche and return to the Field screen.

Beginner's Exam

On the third floor of the university, you find a door leading to a testing room. Talk to the professor in the corner to initiate the beginner's exam for entry into Mintche University. You must answer 30 questions correctly. If you miss even one, you fail the test. The questions are in no particular order. Pass the test to receive a Mélange Gel as well as the title of Namco Teacher. Return later in the game and take the Intermediate and Advanced examinations for an even more prestigious title.

Q: Of the seven Generals of Seinegald, who is the only female General?
A: Melina

Q: How many doors in the hidden temple can be opened with the Swordian?
A: 3

Q: What is the name of the navy that resides in Aquaveil?
A: The Black Cross Navy

Q: Which one of these is not a Namco arcade hit?
A: Dragon Valor

Q: Which one of these titles was not produced by Namco?
A: Tales of Dragon or Fighting Calibur

Q: What is the color of the ribbon on Ms. Pac-Man?
A: Pink

Q: To where below is the anti-grav elevator of Radisrol linked?
A: Darilsheid

Q: Why did Alba request for Chelsea to return?
A: Sew buttons on his pants

Q: Which character does not belong on this list?
A: Stahn Aileron

Q: In the castle, what item possessed by Stahn's party was used as a homing beacon?
A: Tiara

Q: What does Rembrandt of Mikheil often say?
A: Hee, hee

Q: What is Philia's rank at Straylize Temple?
A: Priestess

Q: What game was not featured in Namco Museum Volume 3*?*
A: Klonoa or Mr. Driller

Q: At Cloudius, what does Baruk reveal about his intentions for the world?
A: Return the world to zero

Q: What happened to Marian at Mikheil?
A: Escaped in the lower pod

Q: What item is needed at the Frozen River north of Snowfria?
A: Fur Cape

Q: What was the name of the sea dragon that gave Philia a ride?
A: Bernardo

Q: Who stirred up hatred in Junkland?
A: Philia

Q: What is the name of the bio-alloy found at Trash Mountain?
A: Belselium

Q: Who is Stahn's sister?
A: Lilith

Q: What are the color of the eyes of Pac-Man?
A: Black

Q: Which game does not belong on this list?
A: Air Combat or Target Zone

Q: What are the color of the eyes of Ms. Pac-Man?
A: Black

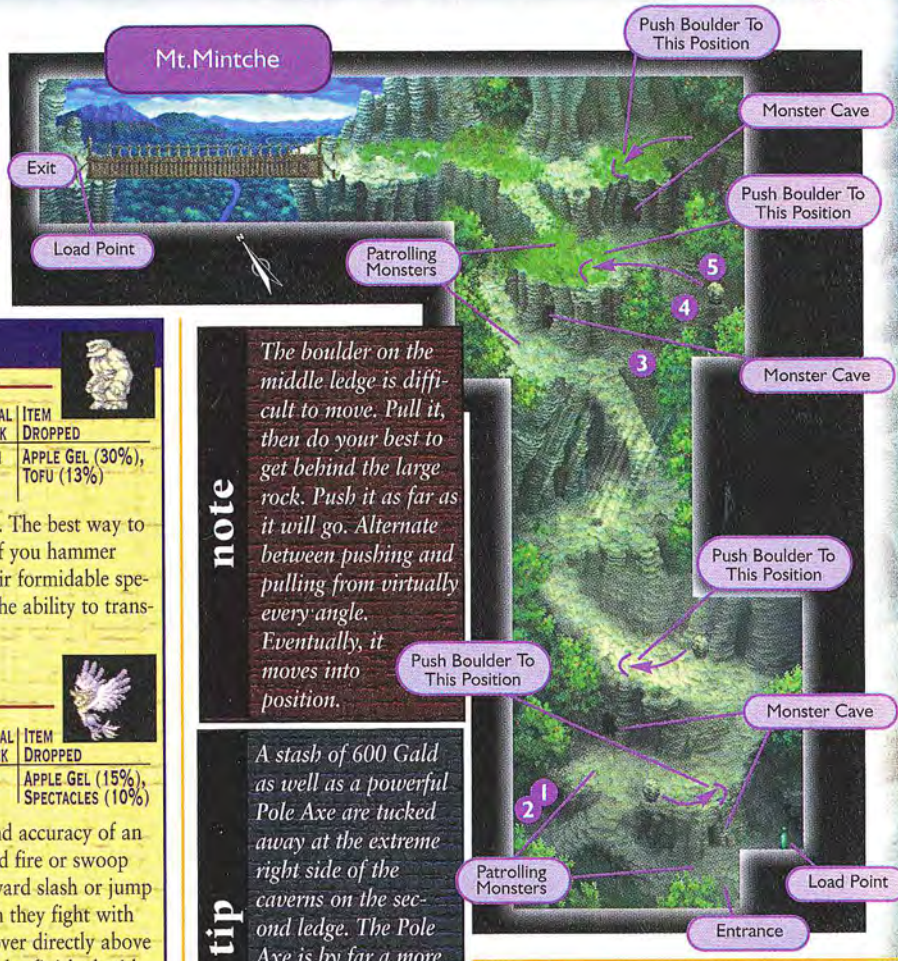
Q: When Karyl appeared in Moreau she said people call me what?
A: Blue lightning

Q: Of the many shops that migrated from Darilsheid to Radisrol, which shop was the first to settle?
A: Inn

Q: What is the minigame played in Cherik?
A: Tag

Q: Which character is the official mascot of Namco?
A: Pac-Man

1. Saber
2. Orange Gel
3. Apple Gel
4. 600 Gald
5. Pole Axe



Mt. Mintche (60, 155)

Wilderness Encounters

Rock Golem (#65)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
2,500	18	60	75	0	0	Fire, Earth, Volt	Water	Earth	Apple Gel (30%), Tofu (13%)

Rock Golems are vulnerable to swinging and punching attacks. The best way to deal with these hulking goliaths is to attack them relentlessly. If you hammer them with your best combos, they will never be able to use their formidable special attacks, which include a medium-range rain of rocks and the ability to transform into a tall block of stone that tumbles on top of you.

Harpy (#68)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
650	14	66	83	120	20	Water, Ice	Wind, Fire	Wind	Apple Gel (15%), Spectacles (10%)

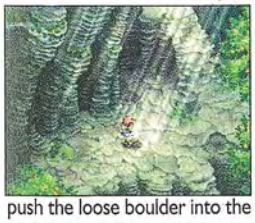
Harpies combine the speed of a Rocky Hawk and the range and accuracy of an Archer. They can either stand back and pepper you with ranged fire or swoop down and tear into you with their powerful claws. Use an upward slash or jump attack to knock them to the ground, then pummel them. When they fight with other creatures, concentrate on the Harpies first unless they hover directly above the other enemies. Then hammer them all with a powerful combo finished with an upward slash attack. You should hit all your opponents, including the Harpies, in a single strike.

Head southwest along the broken trail to reach Mt. Mintche Observatory. To see the Observatory, use L1 and R1 to rotate your view on the Field screen. After you enter the Observatory area, you notice hordes of Zombies and other monsters. An endless flood of these creatures comes pouring from a pair of dank caves in the mountain face.

Quickly move past both caves as you wind up the base of the mountain. Press ✕ to pull or push the boulder into the blinking boulder icon. The large rock falls over the uppermost cavern, blocking reinforcements. Battle your way through the small horde, then repeat the process on the middle ledge. When the lower cavern is blocked, proceed up the mountain to a new area.

tip *If it is difficult to get behind the rock, you can pull as well as push. Simply hold down ✕ while pressing ←,↓.*

tip *A pair of chests containing a Saber and other goodies are at the extreme left of the caverns. Collect the items and immediately equip Reid with the new weapon.*



Camp near a small collection of wood at the center of the screen. To do so, walk up to the sticks and a selection window pops up. Replenish your strength here before moving up a ledge to the right, where you find a similar arrangement of monsters and caverns as you did on the ledges below. Again, dart past the patrolling monsters, climbing to the highest ledge on the screen. Then push the loose boulder into the correct position, blocking the upper cavern. Do the same with the boulder on the second ledge to block the lower cavern.

note *The boulder on the middle ledge is difficult to move. Pull it, then do your best to get behind the large rock. Push it as far as it will go. Alternate between pushing and pulling from virtually every angle. Eventually, it moves into position.*

tip *A stash of 600 Gald as well as a powerful Pole Axe are tucked away at the extreme right side of the caverns on the second ledge. The Pole Axe is by far a more powerful weapon than anything you have used thus far, but it is slow and relatively inaccurate.*

Mt. Mintche Observatory (60, 155)

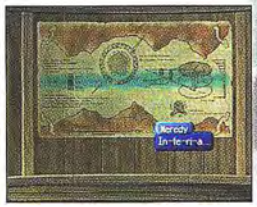
Keele Zeibel

Level	HP	TP	Strength	Attack	Defense	Intelligence	Luck	Evade	Accuracy
11	538	129	36	76	58	111	40	74	88

Keele isn't much of a hand-to-hand fighter, but with his Craymel Cage and special skills, he is an asset in battle. Keele begins with the Aqua Edge, Fireball, and Windblade abilities. Hold him back with Meredy, protected by Reid and Farah. Although he has a reasonable amount of HP, Keele won't last long going toe to toe with powerful enemies.

With the caverns sealed, climb the mountain and progress to the left to find a rope bridge. Cross the bridge, battling your way to the Observatory. It only takes a few moments from the time you enter the Observatory before Keele comes through the door. After a brief reunion, Keele tackles the mystery of who and what Meredy is—she comes from Celestia, sister world to Inferia.

Though Keele's ability to speak Melnics with Meredy is questionable, he learns that Inferia and Celestia may both be in grave danger. Keele suggests that the party search out his professor, now living at Morle Village. To get to Morle, go through Nostos Cave, located to the east of the Observatory. With that information, the party leaves the Observatory, Keele in tow.



tip *After you leave the Observatory, head back inside to look around. You find a Lens in a chest that is down a set of steps to the lower left.*

Mt. Mintche (60, 155)

If you sealed off all the caverns, the ledges leading down the mountainside should be clear of all monsters. Make your way back to the ledge where you camped. Your party automatically rests here for the night. The next morning, continue down the mountain until you return to the Map screen.

tip *Before going to the Nostos Cave, take a trip to Mintche and sleep a night in the inn. Your party needs its strength and full TP for the upcoming challenges.*

Nostos Cave (Mintche side) (88, 149)

1. Orange Gel
2. Panacea Bottle
3. Life Bottle
4. Circlet
5. Protector
6. Chain Arms
7. Buckler
8. Battle Axe
9. Orange Gel
10. Lens

Nostos Cave is a forbidding place. As your party approaches the cavern opening, an Egg Merchant stumbles into the light. He sells you anything you like, except the pair of Egg Bear eggs he just collected at the cost of his partner's life. Buy what you need, then proceed into the darkness of the cavern.

The cavern immediately splits into two passages, with a load point at the crossroads. First head east, where you find a treasure trove of useful items, including Chain Arms for Farah and a Protector and Buckler for Reid. Check all the chests on the lower levels, then head back to the load point and take the northern passage.

Cavern Encounters

Nostos Cave contains many creatures. Sprites, Green Ropers, and even a Zombie or two infest every nook and cranny of the caverns.

Sea Slug (#30)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
850	21	30	95	120	65	Water	Volt	Water	Panacea Bottle (10%) Cucumber (28%)

Sea Slugs are so low to the ground that thrusting strikes are very hard to land. Switch to a Sword or Axe when battling Sea Slugs, and attack with caution. Use your shield as you swing and slash at these creatures. Although they are surprisingly durable, they pose no real danger to your party.

Specter (#16)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,900	36	90	80	140	40	Ice, Shadow	Fire, Light	Ice	Life Bottle (8%), Spectacles (8%)

Specters are slow and easy to stun, but they inflict serious damage if their strikes connect. When battling Specters, try to find a balance between caution and aggressiveness. Hammer them with powerful combos, then raise your defenses to protect yourself from their devastating counterattacks.

Green Roper (#79)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
940	16	60	40	188	72	Shadow	Fire	—	Lettuce (35%), Life Bottle (3%)

These hybrids are more than just flailing vines and branches. Move in too close, and a few will hammer you. The damage done by these weak twitches is nothing compared to a focused strike—when all vines strike simultaneously, bring up your defenses or suffer terrible damage.

Brown Pot (#44)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
800	12	72	80	120	0	—	—	—	Panacea Bottle (15%) Syrup Bottle (3%)

Brown Pots are slow and easy to outmaneuver. But when they get up close—watch out! In close combat, a Brown Pot splits its top and propels deadly tentacles your way. Even when not attacking, a Brown Pot's tentacles flail around aimlessly, doing light damage to the unwary. But when the Brown Pot senses a new meal, every tentacle moves with a single-minded purpose.

After you investigate the northern passage, the tide rises, granting you access to the items in the passage to the east. Head back to the eastern caverns and collect a variety of items, including a Circlet for Keele. After you have looted the eastern cavern, take the remaining passage to the north. This is the lair of the Egg Bear that recently killed the Egg Merchant's partner.

tip *Have Reid and Keele consume Apple and Orange Gel before entering the Egg Bear's lair. Make sure they are at full strength before the battle begins.*

Battling the Egg Bear (#76)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,200	32	90	130	120	50	Earth, Ice	Fire	—	Bear Meat (40%)

The Egg Bear is basically a powered-up version of the Beast Bear—with increased HP and strength. Be careful when attacking this behemoth. Each strike can cause up to 120 points of damage.

Battling the Egg Bear (#76) con't.

You only have Keele and Reid to battle with. Lead the charge with Reid, keeping his shield up between combos. If the Egg Bear corners Keele, it will knock him out in no time. Instead, let Keele attack aggressively with Fireball and other special skills from a safe distance. Using this strategy, the Egg Bear will quickly fall.

The battle with the Egg Bear should be fierce but brief. After the beast is dispatched, your party camps in its lair, resting for the night. In the morning head through the passage to the north. In the chamber beyond is a chest containing a Battle Axe. Collect the new weapon, and climb a small ramp to the south to wind your way to the Nostos Cave exit.

note *Although it is not as strong on thrusting attacks as the Saber or Pole Axe, the Battle Axe is both accurate and devastating in swinging attacks.*

Nostos Cave (Morle Side) (88, 149)

Wilderness Encounters

On your way to Morle Village, you cross some dangerous wilderness and face fearsome enemies. Keep to the grasslands to avoid the more formidable creatures.

Warbear (#222)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,200	32	100	150	200	0	Earth, Ice	Fire, Light	—	Bear Meat (20%), Apple Gel (90%)

Warbears tower over your party. With 3,200 HP, these beasts are formidable when alone and an absolute terror when part of a group. Use conservative hit-and-run tactics when fighting Warbears. Get a good combo in, then raise your shield or fall back to stay out of reach of the Warbear's powerful claws.

Thug (#10)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,000	21	80	82	120	50	—	—	—	Spectacles (25%), Apple Gel (12%)

Thugs pepper you with ranged attacks, but they are also surprisingly durable. Furthermore, the Hammers hit you once going and again on the way back. Unless they are accompanied by Sorcerers, eliminating Thugs should be your first priority. Hit-and-run tactics are ineffective because a Thug can nail you even at range. Attack this enemy relentlessly, never giving him the chance to raise a hammer, let alone throw one.

Sorcerer (#77)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,200	32	100	60	120	20	—	—	—	Strawberry (40%), Orange Gel (8%)

These masters of magic pack an impressive punch. When facing Sorcerers, rush past other opponents and hammer them first. A single Sorcerer can inflict moderate to heavy damage to your entire party in just one mystic attack. Nail Sorcerers with a long series of your best combos, never giving them a chance to recover enough to cast a deadly spell.

Striker (#1)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,200	27	72	88	140	43	—	Volt	—	Bread (35%), Apple Gel (15%)

Strikers can dish out a tremendous amount of punishment to the unwary. They hit hard, quick, and often, requiring you to use more caution than with other foes. The Striker's greatest weakness, however, is a slow rate of recovery after taking a blow. After you have a one on the ropes, don't let up until they are destroyed.

With Nostos Cave behind you, follow the broken road south, then east as it winds through the forest. Stay on the trail—those that wander off may fall prey to Warbears, or worse. If you stick to the trail, you soon come to an enormous tree surrounded by forest. This is the treetop village of Morle.

Morle Village (126, 159)

Morle is a quiet sanctuary compared to the danger you passed through to get here. Climb up the massive root to enter this tiny hamlet. When you find a rope ladder scaling high into the branches, climb it to reach the Traveller's shop. Continue climbing successive rope ladders to reach the inn and a food shop called "Treetop."

At the food shop, you run into Katrine, the love-struck young woman you met at Mintche University who was preparing to journey to Inferia City. She now goes by the name Simone and travels in the company of an old man who has mistaken her for his granddaughter. With a quick word to the old man from Farah, Katrine is back on her way. Next, purchase whatever food items you need for your journey.

The Return of Wonder Chef

In the food shop, a large pumpkin sits on the right side of the store. Here you find Wonder Chef, who teaches you how to make a Garden Salad, which restores some ally TP. He gives you the Lettuce, Tomatoes, and Cucumbers for your first dish.

After you have finished your grocery shopping, head down the ladders until you reach the roots of the tree. Now go left, up the roots, and higher into the great tree's foliage. Continue to the top of the village, where you eventually find Professor Mazet's house. Enter to begin your conversation with Keele's old mentor. After a brief discussion about Meredy, the professor offers each member of your party an Orz Earring. According to legend, the Orz Earring allows the user to understand the Melnics language. Unfortunately, the earrings don't seem to work.

Meredy suddenly jumps to her feet, extremely agitated. After dancing around the room, she rushes from the professor's house and back down the great tree. Follow her, asking every person you pass which way your friend just went. Someone eventually directs you to the backwoods, a dangerous, restricted area of the village.

tip *If you return to the professor's house, you find a Lens hidden in his fireplace on the first floor.*

Wonder Chef, Part Two

On the second floor of the professor's home is a small gray chest on the left-hand wall. Here you find Wonder Chef. This time Fruit Juice is on the menu. As usual, Wonder Chef gives you the ingredients for the new dish—Kirima, Strawberries, and Lemon. Fruit Juice restores minimal ally TP.

Morle Backwoods

Backwoods Encounters con't.

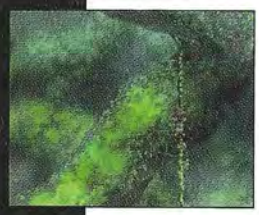
Woods Worm (#50)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
1700	24	100	100	141	58	EARTH	—	—	APPLE GEL (15%), ORANGE GEL (8%)

Woods Worms are surprisingly durable. Although they aren't fast, they are nimble in close combat, often stringing together two attacks in rapid succession. Thrusting attacks are effective against these pudgy insects, especially when they bunch together.

tip

As you chase Meredy deeper into the backwoods, keep your eye open for chests on small side trails. Inside one is a Knight Saber, a powerful new weapon for Reid. Inside another is a Chirp Whistle, an upgraded version of the weapon Meredy uses. Often these chests are off the main trail out of sight.



Meredy is always just a little bit ahead of you. Follow her down the wide branches of the backwoods. When you reach a campsite, rest and replenish your strength and then continue the chase. You eventually come to a long vine with which you can descend to a lower branch. Climb down the vine and keep on Meredy's trail.

Finally, after all your chasing, you catch up with your mysterious companion. She was trying to find Quickie, her small furry friend. She found him right under the gaping mouth of a giant Insect Plant. Without hesitation, the party rushes to Meredy's aid, engaging the giant Plant in combat. This battle should be difficult, but it's nothing your party can't handle. After the beast is defeated, head to the load point in its nest. While checking to see if everyone is OK, you discover that the Orz Earrings have started working. Meredy chats with Keele and Reid for a few moments before you continue your journey.

Backwoods Encounters

Giant Spider (#88)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
1,850	36	80	133	150	77	EARTH, VOLT	ICE	WATER	PANACEA BOTTLE (8%), POISON THORN (10%)

Giant Spiders are every bit the horror an oversized arachnid should be. The Giant Spider spins a trap of sticky webbing. After the prey is immobilized, the spider injects it with a deadly venom. Keep Panacea Bottles handy as an antidote to a Giant Spider's poison.

Evil Needle (#9)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
410	10	36	49	60	30	—	—	—	PANACEA BOTTLE (3%)

Evil Needles hover above the battlefield, peppering their prey with venom-filled stingers. Although the damage they cause is significant, Evil Needles typically don't represent the greatest threat to your party. Use upward slashes to damage both your primary target and any Evil Needles that fly by. However, don't give your full attention to the Evil Needles until more fearsome beasts have been vanquished.

Mocking Plant (#12)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
1,500	21	82	82	120	35	WIND, EARTH	FIRE	—	PANACEA BOTTLE (5%), LETTUCE (30%)

Mocking Plants are little more than writhing masses of deadly tentacles. Battle conservatively, using short combos before raising your defenses. The attack pattern of Mocking Plants tends to be rather chaotic and hard to predict, so keep your eyes open.

Mahogany (#32)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
850	16	36	52	100	71	WATER, EARTH	FIRE	EARTH	APPLE GEL (8%), TOMATO (40%)

You may have already met a Mahogany if you ventured into the forests outside Mintche. These lumbering beasts are slow, but inflict significant damage to those who get too close. As with other plant creatures, battle conservatively, get in a few quick shots, then raise a shield to ward off counterattacks. Fire-based attacks are especially effective against these creatures.

Battling the Insect Plant (#34)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
8,800	115	500	70	10	0	WATER, EARTH	FIRE	EARTH	KIRIMA (25%), LEMON (10%)

One of the Insect Plant's most potent attacks is with its giant beak. Any characters directly in front of the beast not only take significant damage but are also stunned and thrown to the ground. To counter this attack, lead with Reid and block the Insect Plant's massive beak. While Reid runs interference, the other members of the party can finish it off.

Another effective attack the Insect Plant uses is the charge. It rushes toward your party, steamrolling and stunning those too slow to raise their defenses. This is rather difficult to defend against. Your best strategy is to hammer the Insect Plant relentlessly from two sides. Even if the Plant manages to use its rushing attack, it will only be able to stop a portion of your party.

The final Insect Plant attack you must be aware of is its poison pods. The Insect Plant can eject pods forward and backward that stun and injure anyone they hit. Luckily, the pods fire at a high arc, giving you a good chance to run for cover before they land.

After you reach the campsite in the middle of the backwoods, the party stops for a rest. Meredy explains that she came to stop what she calls the Grand Fall. According to Meredy, Celestia and Inferia are moving closer together and will soon collide. To prevent disaster, you must make a pact with the Greater Craymels of the world. Only the Craymels can prevent the collision. Meredy brought a device called the Parasol, which allows Greater Craymels to pass into any Craymel Cage.

Return to Morle Village (126, 159)

Only Professor Mazet can tell you more about the Greater Craymels. When you return to his house, he informs you that you must meet the Greater Craymels, perhaps at a place called the Undine Stream, located to the northeast of Morle. You are also given the Inferia Map. The professor, sensing a special ability in Farah, teaches her a new skill—Detoxify. After you receive the items and skills, depart from Morle Village and head back to the Map screen.

note *Outside the professor's home, Meredy reveals that the name of the man that attacked you at Elder Khamran's house in Rasheans Village is Hyades.*

Wilderness Encounters

As you learned on your way to Morle Village, the wilderness can be a dangerous place. The trip to Undine Stream is no less fraught with peril. Do your best to stay on the trails and away from the forests, which are infested with Egg Bears and Warbears.

Skeleton (#31)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
2,100	36	90	125	160	10	Ice, Shadow	Fire, Light	Shadow	Carrot (18%), Bastard Sword (3%)

Skeletons can be fearsome opponents alone, but they are doubly so when accompanied by Specters. In addition to a Skeleton's formidable hand-to-hand combat abilities, these walking dead fire the deadly Skeleton Strike at your party from a distance. This strike can both stun and horribly wound your characters. When battling Skeletons, keep your guard up for this utterly devastating attack.

caution *Avoid the trees and stay on the main roads. Large packs of Egg Bears led by a massive Warbear hunt in the forests. Although you can probably defeat a single bear pack, they will undoubtedly severely injure you, for relatively little gold and experience.*

Undine Stream (150, 125)

Undine Stream Encounters

Scorpion (#92)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,800	32	80	85	155	0	Ice	—	—	Panacea (8%)

Scorpions can be surprisingly deadly opponents despite their small size and limited abilities. First, they are low to the ground, making them a difficult target. Second, they attack quickly, often in mass and in rapid succession, depleting HP in a frighteningly brief period of time. Keep your defenses up against these arachnids, especially when they move in to use their poison-tipped stingers.

Mounticore (#71)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
2,200	32	100	120	160	0	Fire, Volt, Light	—	—	Apple Gel (15%), Orange Gel (10%)

Mounticores are probably the most dangerous opponents as you will encounter at the Undine Stream. They are resistant to a wide variety of common magics and have a high HP count, which makes them surprisingly durable. Worse, they are capable of inflicting heavy damage with both claws and a powerful charge. Their only significant weakness is a relatively slow recovery time. Exploit this deficit by hammering them relentlessly with your best combos, then push the beasts into a corner, where you can easily vanquish them.

Undine Stream Encounters con't.

Crusher (#52)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,800	36	160	120	200	0	Water	Ice, Volt	—	Apple Gel (10%), Buckler (2%)

The Crusher is a tough nut to crack, combining a thick armored shell with potent short and long attacks. They can inflict terrible damage with their powerful jaws and speed toward your party for a battering ram-style charge. Your best bet is for Reid to run behind it, peppering it with short combos, then darting back. The Crusher typically fixates on Reid, slowly trundling toward him. In the meantime, the rest of your party can take the beasts apart with a combination of Craymel Artes and hand-to-hand strikes.

Forest Hawk (#150)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,200	32	112	80	128	65	—	Fire	—	Apple Gel (10%), Orange Gel (5%)

Forest Hawks are pumped-up versions of Rocky Hawks. As with Rocky Hawks, drop these flying terrors from the sky with a special skill or an upward slash. When they are on the ground, pummel them relentlessly. Although far from helpless on the ground, they tend to inflict far less damage than they do from the sky.

Undine Stream Encounters con't.

Starfish (#63)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
1,940	27	60	96	124	72	WATER	VOLT	WATER	APPLE GEL (10%)

Starfish are especially low to the ground, making them difficult to target. Slash attacks tend to be more effective than thrusts, primarily because thrusts tend to go over the Starfish. Don't underestimate the ability of the Starfish to cause injury to your party—approach cautiously. Starfish are most commonly encountered on sandy seaside terrain.

Red Roper (#211)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
1,600	27	80	120	180	72	WATER, SHADOW	FIRE	—	APPLE GEL (10%), LEMON GEL (5%)

Red Ropers are larger, deadlier versions of the Green Roper. Much like their smaller cousins, Red Ropers constantly flail their many tentacles, requiring you to engage in close combat. Worse, when a Roper actually attacks, all tentacles focus on a single target. Red Ropers attack with much greater speed and frequency than their Green cousins.

King Frog (#39)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
3,400	32	120	125	125	58	WATER	VOLT	WATER	APPLE GEL (15%), ORANGE GEL (8%)

King Frogs are rarely found alone; they are usually in the company of their lesser subjects, the Kick Frog. The King Frog often holds back behind a group of Kick Frogs, peppering your party with lashes from its long tongue or sneaking forward for a quick but powerful kick. Target the King Frog first—assuming you can reach him.

Kick Frog (#29)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
1,500	24	80	100	150	49	WATER, FIRE	VOLT	WATER	APPLE GEL (15%), ORANGE GEL (8%)

Kick Frogs by themselves are hardly a significant threat, but when they act as foot soldiers for a King Frog, they can be deadly. They typically surround the King Frog, protecting him from direct attacks, requiring you to battle through them to get to the monarch. Use thrust-heavy combos to carve a path through these tiny frogs quickly and get to the real threat.

Head north from Morle Village and travel northeast when the trail splits. Follow the trail closely, staying out of the forests. When you reach the end of the main road, follow the river upstream, staying close to the riverbed. You eventually reach the waterways of Undine Stream.

Move deeper into the Undine Stream along the left bank until you come to a large chest with a Poison Charm hidden inside. Collect the charm and cross the stream at the shallows near the chest. Head downstream on the right side of the waterway, then wind your way from shallow to shallow until you reach the farthest right bank. From there, head north to a new section of the forest.

tip *A Silk Cloak can be found downstream after you cross the shallows. Equip Farah with the protective garment. A Feather Robe for Keele can be found upstream. Investigate the area for other useful items.*

You soon reach a beautiful glen of cascading waterfalls and cool, clear lakes. Travel to the top of the glen, then use a series of small islands as stepping stones to get to the southern shore. Follow the shore of the large lake that dominates the left side of the glen, then head north to the final area of the Undine Streams.

tip *To the south of the waterfalls is a chest on an isolated ledge. The chest contains a Mace. Give it to Keele to upgrade his attack rating.*

Continuing north, you eventually reach an enormous waterfall—the source of the Undine Stream. Behind the waterfall is a small passage that leads to the entrance of the cavern of the Greater Craymel Undine, keeper of the holy waters. The lovely, feminine voice of the Greater Craymel greets the party, asking what they seek. Meredy asks Undine to rest in her Craymel Cage, only to be told that the party must first prove themselves. The only proof Undine accepts is a long and dangerous battle. Leave the cave and proceed east to find the battleground.

tip *A valuable Mélange Gel is located in the cave behind the waterfall.*

After you leave Undine's cavern, follow the river downstream, then head to the right. There is another impressive array of cascading waters. Hopping from rock to rock, travel to the upper left-hand corner of the falls to discover a small, easy-to-miss trail. This trail leads to the battleground, where Undine waits for you. The battle is the most difficult you've had by far, but it is well within the power of your party to win. With your victory, Undine agrees to enter the Craymel Cage and lend her energies to your quest.

tip *Make sure every member of your party is at maximum health and TP. It is also recommended that you have a full supply of Apple and Orange Gel and a few Life Bottles to revive injured or weary characters.*

Battling Undine (#24)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
6,800	1,360	0	100	268	50	WATER, WIND, FIRE, EARTH, ICE	VOLT	WATER	TALISMAN (100%), MENTAL BRACELET (100%)

With 6800 HP, a deadly array of special attacks, and blazing speed, Undine's defeat requires you to work together as a team. Her most lethal attack is the Spear of Baptism, which causes up to 120 points of damage to every member of your party. The Spear travels in a straight line, damaging any character it comes in contact with. Worse, while she is charging up for the Spear, Undine is invulnerable to all attacks.

The best way to defend against the Spear of Baptism is to rush in with Reid as Undine charges up. Press ■ to raise Reid's shield just before she throws the Spear. If Reid is in front of the other characters, his shield often blocks the Spear completely, which eliminates damage for the rest of the party and reduces the punishment Reid takes to less than 30 points. Even better, when Reid successfully defends against the Spear, he is in prime attack position to pummel the vulnerable Undine!

Battling Undine con't.

No matter how well you block, some damage from Undine's Spear of Baptism will get through, wearing down your party's HP. When this happens, have Reid fall back, and start using the Apple and Orange Gel you brought with you. Use a Life Bottle on any character that falls in battle, followed by Apple Gel to quickly raise HP.

If you defend against Undine's most potent attacks, hammer the Greater Craymel while she is vulnerable, and replenish your strength throughout the battle, she will eventually fall.

note *With Undine defeated, you have access to her Craymel energies. Take a look at the Craymel section in "Introduction" to learn more about how to use Craymel Cages and the Craymel Artes.*

After the long battle, your party returns to the cavern behind the waterfall to camp and discuss what Undine told you. Before entering the Craymel Cage, Undine revealed that to prevent the Grand Fall, you must have the strength of all the Greater Craymels—Water, Fire, Wind, and Light. Unfortunately, Undine didn't share where the other Greater Craymels are. With no further clues, the party agrees that next it should report the danger of the Grand Fall to the King in Inferia City. The only way to reach Inferia City is through the Forest of Temptation.

Forest of Temptation (151, 145)

Forest Encounters

The Forest of Temptation is a haven for lost souls and the walking dead. You'll encounter an abundance of Specters and Skeletons roaming the dark woods in addition to the following creatures:

Troll (#4)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
2,400	36	200	200	140	48	Fire, Earth	Ice	—	Apple Gel (15%), Savory (1%)

Trolls are among the most vicious close-combat monsters you have yet encountered. They have tremendous strength, allowing them to inflict grave wounds on anyone foolish enough to let his or her guard down. Worse, Trolls attack in mass, often hammering a single character with a series of devastating blows. Use thrust-heavy combos to penetrate the mass of monsters, then quickly raise your shield to defend against the counterattack.

Forest Encounters con't.

Grim Reaper (#18)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,800	36	140	140	135	40	Ice, Shadow	Fire, Light	Shadow	Dark Bottle (20%), Reverse Doll (10%)

Grim Reapers are deadly opponents—unless you know how to deal with them. Jump up and knock them out of the sky, then pummel them relentlessly. You will only get in a few combos before the Reaper teleports to a safer location. However, there is a good one- to two-second pause after a Reaper teleports when it does nothing. Use this moment of vulnerability to knock it out of the sky. Don't give the Reaper the chance to use its powerful Fireball ability.

Orc Jelly (#152)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,200	21	80	90	150	66	—	Fire	—	Apple Gel (22%), Orange Gel (8%)

Orc Jellies are slow, cumbersome opponents that offer little threat to the prepared. Use a series of swing-based combos with a fire-based weapon to quickly eliminate these quivering piles of goo. They are slow to recover, allowing you to rain blow after blow, unopposed. Don't miss.

Forest Encounters con't.

Jungler (#247)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,400	200	100	160	240	100	—	Fire	—	Orange Bottle (20%) Life Bottle (20%)

Junglers are the five "beasts" of the forest you've heard so much about. Each is a formidable challenge, and you must defeat all five to pass through the Forest of Temptation. Each Jungler is extremely durable, with a whopping 5,400 HP, and capable of both deadly attacks and extreme mobility. Its leaping attack particularly allows a Jungler to cross vast distances in a single jump, then rain down death on the heads of your party. The Jungler recovers quickly from hits, requiring you to keep your eyes open and your shields high at all times.

Backtrack, exiting the Undine Stream the same way you entered. After you reach the Map screen, go southwest, and head down the trail you followed to the Undine Stream. When you come to the fork in the road, take the southeastern trail to reach the Forest of Temptation. The entryway is the semicircle of trees across the bridge to the southeast. Walk to the edge of the tree line.

The Forest of Temptation is fraught with danger, and your party may be defeated within it. Head to the load point at the entry to the forest, then venture farther into the forest. Head north, then east, continuing toward the forest's center, where you find a dark glen filled with assorted idols. You can't solve the idol puzzle from here, but make note of the arrangement of idols before you leave.

tip *Many useful items are scattered throughout the forest. The two that we highly recommend locating are the Iron Arms, near the entry to the forest, and the Iron Wrist, near the forest's center. These are both invaluable upgrades to Farah's equipment.*

Deity Puzzle

- A Destruction
- B Confusion
- C Creation
- D Order
- E Great

Each idol represents a different deity. You must arrange the idols so opposing deities face each other. The deity of Destruction must face Creation, while Confusion must face Order. The Great Deity looks down on the four remaining idols.

The idols for the deities of Destruction and Order are already placed correctly, facing their opposite idols. You need only to move Confusion (B) so it faces left and Creation (C) so it faces right. Unfortunately, you can't move any of the idols from this glen.

Deity Puzzle con't.

Instead, leave the glen and venture farther into the woods. After passing the pair of deadly Grim Reaper guardians, you have access to glens containing the sister idols of those in the center of the forest. When these idols are turned, the idols in the forest's center turn as well. The idol for the deity of Confusion (B) is directly north of the Grim Reaper guardians. Turn it to the right by pressing ×.

The idol for Creation (C) is deeper in the forest's eastern side. When you find it, turn it so it faces left. Don't move the other idols—they are already in the correct position. When the last idol is correctly turned, the ground shakes and a path through the Forest of Temptation is revealed.

Move deeper into the forest, where your party comes across a pair of patrolling Grim Reaper guardians. Dash around the guardians, and rush to the north. You reach a glen containing a sister idol to the ones in the forest's center. Turn the idol to the right, then return to the glen protected by the guardians. Take the eastern path, where a healing spring is hidden ahead to replenish the strength of your battle-weary party.

caution *Avoid the guardians at all costs. Each time a guardian touches you, every member of your party takes damage.*

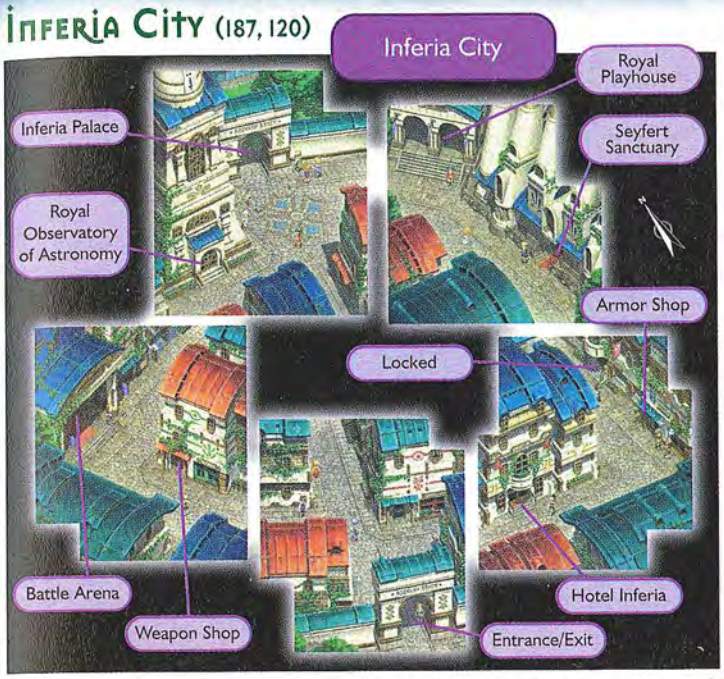
Traverse through the forest until you reach the sister idol to the deity of Creation. Turn this idol to the left to break the seal of the forest and reveal a path to Inferia City. Return to the guardian's glen, this time heading south. As soon as you enter the southern glen, Quickie darts to the east, running ahead of the party. Follow Quickie through the forest until you reach the location of the newly revealed path.

You can't cross the river that separates the two halves of the forest. This half is also sealed with a set of idols. However, this time you must defeat five Junglers to pass. Each Jungler protects a different chest or special item, ranging from Apple Gel to a powerful new weapon, the Bastard Sword. Defeat each of the Junglers in turn to dispel the idols and open the path out of the Forest of Temptation.

tip *More rare and valuable items are scattered throughout the second half of the forest. Although collecting all of them has merit, the Charm Bottle, Bastard Sword, Miracle Gel, and Rune Bottle are must-haves.*

note *The area where you crossed the river is a suitable campsite when you need to replenish your HP.*

Inferia City (187, 120)



After you reach the Map screen, head north until you come to Inferia City. The capital of the Inferian Empire is an enormous metropolis. It is filled with playhouses, arenas, shops, and elegant hotels. Tour the city to see all that it has to offer. Spend a night in the inn as well as check out the Shop of Valor to purchase some fine weapons.

note *The Shop of Valor merchandise includes the Short Lance, Crescent Axe, Heavy Grave, Poison Thorn, and Bird Whistle. Look in the houseplant beside the door of the shop for a single serving of Pine Gel.*

tip *A Bellebane is in a vase on the second story of the Hotel Inferia.*

Wonder Chef

Once again, Wonder Chef returns to give you a new recipe. This time he is on the second story of the Hotel Inferia in the upper right-hand corner. On the menu is Cream Stew, which is chock full of goodies such as Bear Meat, Carrots, Onions, Milk, and Potatoes. Cream Stew restores large amounts of HP and cures all abnormalities. Wonder Chef gives you the ingredients before disappearing.

Battle Arena

Do not attempt the tournaments until you are at least level 50. No matter how skilled you are at manipulating your character, the odds are stacked against you. There are three levels of tournaments—City Championship, National Championship, and finally, World Championship. The following events are only from the City Championships.

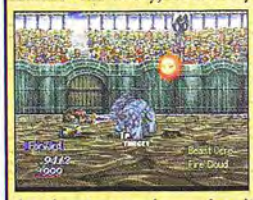
Rules

You must fight three rounds alone. Win all three to get cash and other prizes. HP and TP are restored after each round, but you aren't allowed to use any items.

Battle Arena con't.

Your first battle is against two Squires, one Ranger, and a Sage. Immediately target the Sage, as his magic is the most dangerous. The key is speed—take the Sage out quickly. Both Squires and the Ranger are behind you. Take out the Ranger, then the Squires. When battling the Squires, don't underestimate their ability to do you harm. Battle conservatively to be victorious.

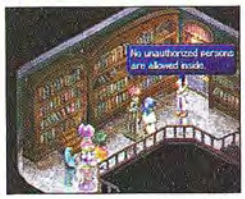
Round Two involves a pair of Kraaken and a pair of Toriton. Concentrate your efforts on the comparatively delicate Toriton, hammering them with a series of Fire- or Wind-based combos. Keep your distance from the Kraaken while battling your other opponents. Without your defenses up, you can take severe damage from their flailing tentacles. Finally, cautiously engage the Kraaken.



The final round involves a pair of Beast Ogres and a Fire Cloud. The key to this final stage is staying mobile. Hit your opponents, then retreat to a safe distance. If you let the Beast Ogres get on either side of you or you get bunched up in a corner, you will shortly lose the battle. Targeting the Fire Cloud first isn't as important as in other battles. Its attacks are localized and easy to avoid. Instead, balance your attacks between all three opponents, using upward slash attacks to hammer both the Beast Ogres and the Fire Cloud in the same strike. Winning nets you 15,000 Gald and a Gel Set.

After you investigate the city, travel to the Infernia Palace. A pair of surly guards rudely turns you away. While fuming over the way you were treated, Keele suggests that you go to the Royal Observatory of Astronomy, where scientists from all over the realm can confirm their findings.

Royal Observatory of Astronomy

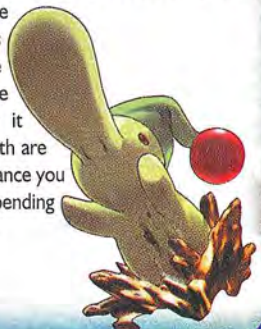


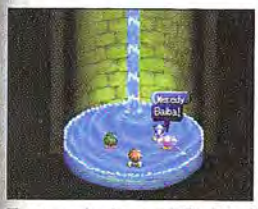
Enter the Observatory, slowly ascending the building's many levels toward the main telescope. An associate of the chancellor that runs the Observatory stops you before you reach your goal. The arrogant researcher throws away all the evidence Keele compiled and gives you the same rude send-off that you received at Inferia Palace. Leave the Observatory and journey to your last hope—the Seyfert Sanctuary on the east edge of town.

Seyfert Sanctuary

After you reach the Sanctuary, search out Archbishop Galvarni. At first, the archbishop is receptive, but as your conversation continues, Galvarni's mood quickly changes. Taking Keele's theory as blasphemy, the archbishop orders his guards to arrest your party. You get only a few steps outside the Sanctuary before imperial guards surround you.

The guards are led by a particularly fierce commander named Roen, who summarily pronounces a death sentence on your entire party for spreading lies and sedition about the end of the world. Keele convinces the party it must surrender, because all who are to be put to death are granted an audience with the King. This may be the chance you have been looking for to tell the King of the impending disaster. Reluctantly, the party lays down its weapons.





Infernia Palace

Your group of brave adventurers is thrown into the dungeons of Inferia Palace. After a short speech, the King allows Roen to carry out the death sentence. Roen throws a switch that fills the dank dungeon with a flood of water. Just when things look their worst, a rope ladder is thrown down to rescue you. Chancellor Zosimos, having read Keele's discarded thesis on the Grand Fall, has asked the King to spare the group until more can be learned about the strange happenings in the sky.

While Keele compares calculations with Zosimos at the Royal Observatory, the rest of the party is given the run of the castle as official guests. Investigate the palace, eventually making your way to the guest rooms that have been prepared for you. After a night's rest, the entire party is invited to the King's audience chamber by Princess Arende. Go to the ground floor of the palace, and head outside to witness an interesting conversation between Roen and Arende. Follow the royal couple into the King's audience chamber after you finish investigating the rest of the palace.

tip *Before leaving the bedchambers, search an ornate dresser beside a fireplace. There is a Lens to add to your collection.*

When you reach the audience chamber, the King begins a proclamation of grave importance. With the help of Zosimos, the coming disaster is explained to the court. According to the latest measurements, Celestia and Inferia will collide within a hundred sohme. Unfortunately, Zosimos declares that the Grand Fall is part of a devious scheme by Celestia to destroy the Inferian Empire. A cheer rises from the court as they declare war on all of Celestia.

According to the ancient scriptures, there exists a Bridge of Light. It is the only known means of crossing to Celestia. The King declares that a contingent of his best troops will be sent to find the Bridge, invade Celestia, and stop the Grand Fall. As soon as the declaration is complete, you are ordered to leave the palace immediately. Before you leave, you are given a Boarding Pass that grants you passage on any of the royal ferries.

Port of Inferia (181, 108)

Leave Inferia City and go to the northern seaside port. You are granted quick access when you show a Boarding Pass issued by the King. Here you find a small shop as well as two ships ready to set sail—one to Mintche and the other to Barole, a northern trade city. After investigating the city, hop aboard the ship to Barole.

Hey, It's Wonder Chef!

Inside the Angler's Shop, to the left of the main entrance, is a large blue anchor in the right-hand corner. Investigate the anchor to invoke Wonder Chef. He teaches you how to make Fish Stew, which restores minimal HP and improves defense. Wonder Chef also gives you Squid, Cabbage, Tuna, and Radishes.

tip *In a small stack of barrels, to the left of the ferry to Barole's entrance is another Lens.*

Before you board the ship, Keele makes a startling revelation—he's not going with you. He decides to stay behind and work at the Royal Observatory. Despite the passionate protests from the rest of the party, there is no way to persuade him to join you. Accept his equipment and get on the ferry.

note *On future ferry trips, you are given the chance to explore the ship. Enough treasures and useful items are scattered about to make it more than worth your effort.*

Barole Port (57, 41)

Barole Port is little more than a fish store and a short row of piers. Pick up supplies for Fish Stew at the fish market, then leave the city heading west. Once on the Map screen, follow a western dirt path to reach Barole.

caution *There are chests scattered about the dock, each with valuable items. However, unlike chests you've opened in the past, the contents of these belong to someone. You must pay 4,000 Gald for the Kite Shield and 1,440 Gald for the Ahmet Helm.*

tip *In a chest of ice near the right corner of the fish market is a Water Shard.*

tip *Down the clay brick steps to the south, among the same crates you found Wonder Chef in, is another Lens under the canvas overhang.*

Wonder Chef by the Sea

Once in Barole Port, head south down a small flight of clay brick stairs. At the bottom you find a small stack of crates. Hidden in the crates is your old friend Wonder Chef. He grants you the recipe for Calamari, a dish made with Lemon, Squid, and Cabbage. Calamari cures all poisons and restores a minimal amount of HP. As usual, all the ingredients are given to you. Enjoy!

Barole, City of Trade (50, 40)

Barole Wilderness Encounters

Grizzly (#142)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,500	50	130	180	180	58	Fire, Volt	Ice, Water	—	Bear Meat (38%), Orange Gel (5%)

Grizzlies are one of the most deadly of the Inferia bears. Not only are they extremely durable, but they also attack with surprising strength and speed. Battle them conservatively, finding the delicate balance between aggressiveness and prudent defense. Grizzlies attack more randomly and frequently than either Beast Bears or Egg Bears.

Rogue (#122)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,600	58	240	175	175	0	Fire	—	—	Spectacles (18%), Pine Gel (5%)

Rogues are masters with their blades, capable of goring your characters and inflicting terrible wounds. Worse, they attack in small groups, often carving up the same hero with multiple blows. Hammer a small group of Rogues with a thrust-heavy combo and immediately raise your shield. Advance every time your attacks knock these fiends back, until they are blocked into a corner. Then allow your party's powerful magical and martial arts attacks to finish the Rogues off as you continue thrusting and blocking.

Blood Biter (#37)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,500	50	128	160	180	0	Wind, Earth	—	—	Carrot (35%), Orange Gel (15%)

Blood Biters are vile snake-like creatures with quick and vicious tail attacks. A single blow from a Blood Biter inflicts up to 150 points of damage. Battle these creatures conservatively, using long combos to cause as much damage as possible, then diving behind your shield when your attacks end. Beware—a Blood Biter can recover from your blows surprisingly quickly.

Hornet (#90)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
900	42	120	210	170	52	Volt	—	—	Panacea Bottle (12%)

Hornets fly around you quickly, darting out of range after needling your characters with a barrage of deadly barbs. This speed and aerial acrobatics make Hornets hard to hit. Jump up and knock them out of the sky, then hammer them into paste. Stay directly underneath a Hornet, as it can only fire at a roughly 45-degree angle.

Mage (#7)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
850	22	80	77	80	65	Volt	—	Water	Lemon (35%), Apple Gel (15%)

By themselves, Mages are delicate and easily dispatched, so they almost always travel with Strikers and other foot troops. From behind a wall of steel and muscle, Mages can rain down deadly spells on the heads of your party. When you battle a group with Mages, eliminating the magic users should be your first priority.

With shops and merchants at every turn, Barole is everything you heard it would be. Anything you might want to buy is available. As you explore the city, you notice an argument between a man and a small child. Farah immediately jumps into the middle of the scuffle, defending the child long enough for the youngster to escape. Unfortunately, the kid is a well-known thief in the area, and Farah's interference allows him to get away with a sizable amount of stolen loot. As the crowd is about to turn on Farah, a mysterious stranger steps in to rescue her with an odd mix of legal know-how and vague philosophy.

tip *Investigate the south side of the fountain in the center of town to find 1,000 Gald.*

Wonder Chef!

Upstairs on the balcony of Scaroni Grill, you see an odd, red-faced man sitting by himself. This little fella is Wonder Chef in disguise. The menu today includes Steak, made with Bear Meat, Carrots, and Potatoes. Steak cures Stun and restores 15 percent of the HP for every party member.

tip *Before you purchase anything at the weapons shop, walk to the upper left-hand corner of the building. There is a doorway to an outdoor storage area where a Shamsel sits in a chest. If you take a few steps to the south and chat with the blonde standing nearby, you receive a single serving of Elixir.*

The mysterious man introduces himself as Ras. To thank him for his help, the party invites him out for dinner. When asked about his profession, Ras produces a large golden pot he found in the Sylph Cavern. When Farah asks him to take them to the Sylph Cavern, Ras agrees, as long as he is paid 50,000 Gald. Don't pay him (as if you had enough anyway), and he takes you for free. Meet him later in front of the inn, where he officially joins your party. Leave the city and head toward the Sylph caverns.

tip *Inside the charm shop is a Lens tucked inside a pair of golden vases to the right of the main entrance.*

note *Before leaving town, drop by the city library for another encounter with Katrine, the love-struck young woman you first met in Mintche.*

Wonder Chef, Part Two

On the second floor of the inn is a tall dresser in the right-hand corner of the room. Inside is none other than Wonder Chef, hiding again in Barole. This time Wonder Chef teaches you how to make a Pot Pie out of Pasta, Shrimp, Milk, and Cheese. A Pot Pie not only heals 15 percent of your party's HP, but also temporarily increases Accuracy.

Ras

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
21	1,280	172	106	206	74	135	4	97	140

Ras may appear to be nothing more than a self-styled traveling salesman, but he is a competent and powerful fighter. Armed with a Saint Rapier and a potent array of skills, Ras is a useful addition to your party. Ras is like Reid in role and capability, so place him near the front of any formation, where his fighting prowess does the most good.

Sylph Cavern (27, 65)

1. Storm Shield
2. Mélange Gel
3. Mélange Gel
4. Assault Dagger
5. 1,800 Gald
6. Lens
7. Mental Ring
8. Orange Gel
9. Lemon Gel
10. Needle Glove
11. Arc Wind
12. Life Bottle

Wilderness Encounters

While traveling to the Sylph Cavern, you encounter many creatures you have before—Strikers, Mages, Thugs, Grizzlies, and other nasties. Besides the foes you know, there are a few new additions.

Slugger (#124)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,400	76	215	172	190	0	—	—	—	Spectacles (5%), Orange Gel (3%)

Sluggers are like Strikers, with much more speed and raw power. In fact, they are so strong that a single hit can throw your characters into the air, stunning them. As with most heavy hitters, battle conservatively. Have Reid lead the battle, playing a purely defensive game and let the rest of your party take the Sluggers apart.

Man Eater (#160)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
7,500	94	211	120	0	0	Wind	Fire	Earth	Lemon Gel (8%), Kirima (15%)

The Man Eater is the ravenous bigger brother of the Insect Plant, with all the resistances and special abilities that made the Plant so dangerous. Expect the beak attack, exploding pods, and incredible durability. The tactics described in your battle with the Insect Plant are useful here, as well.

Wilderness Encounters con't.

Mad Eel (#15)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,500	54	80	170	190	56	Water, Earth	Volt	Earth	Panacea Bottle (12%), Kirima (25%)

These worm-like beasts have a variety of potent special attacks. With a single head-whipping motion, they can take down several characters at once. When a Mad Eel's head goes low, jagged teeth are about to come out of the ground beneath your feet. Get on either side of the Eels and hammer them relentlessly. They are slow to recover from attack, allowing you to perpetually stun them with a long series of combos.

Bone Knight (#155)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
2,950	50	158	180	200	0	—	—	Shadow	Potato (18%), Nimble Rapier (10%)

Bone Knights are much like Skeletons, but are more durable and vicious. They attack with greater frequency, hammering at your defenses and recovering from your blows with lightning speed. A small group of Bone Knights fire the deadly Skeleton Strike almost continually. Either attack relentlessly or keep your defenses up at all times, letting the rest of the party destroy them. The middle road invariably leads to disaster. Bone Knights often travel with Phantoms.

Phantom (#118)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,200	54	140	170	120	0	Ice, Shadow	Fire, Light	Ice	Apple Gel (5%), Orange Gel (3%)

Phantoms are floating spirits that usually accompany Bone Knights. They hover menacingly, then swoop to damage a party member. Worse, they often hang behind Bone Knights and hammer your characters with powerful magical attacks. Attack the Phantoms with Craymel Artes and spells while concentrating your physical attack against their Bone Knight guardians.

Melting Pot (#169)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,500	50	120	180	200	0	Fire, Ice	Earth	—	Life Bottle (10%)

Melting Pots are more aggressive, more powerful versions of the Brown Pots. These odd-shaped creatures open from the top, damaging anyone that gets too close. When attacking, a series of tentacles ejects from its body, ensnaring anyone in short range. Use a mixed and moderate strategy of short combos, then raise your defenses.

Will O' Wisp (#178)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,800	54	260	120	150	0	Fire	Water, Light	—	Apple Gel (10%), Lemon Gel (5%)

Will O' Wisps are similar to Sprites, but more deadly. These hovering balls of energy fly erratically from side to side, then swoop to inflict moderate damage. Knock them from the sky, then pummel them. Although Will O' Wisps are quick to recover and are far from helpless on the ground, you will dispatch them easier if they are on your level.

Wilderness Encounters con't.

Direwolf (#138)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,000	50	120	150	161	53	Ice	Fire	—	Apple Gel (18%), Potato (30%)

Direwolves are one of the most mobile enemies you face, aggressively running in to take a bite, then quickly retreating to safety. Defend against the first attack, then pursue them as they run toward the edges of the screen. Once cornered, a Direwolf is easy meat.

Gas Cloud (#246)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,600	50	150	130	180	100	—	Wind, Fire	Shadow	Panacea Bottle (20%), Lemon Gel (5%)

Gas Clouds move fast and hit hard. Luckily, they are vulnerable to Wind and Fire-based attacks. Equip Reid with a Wind or Fire weapon to make quick work of these bags of gas. Be careful, though—Gas Clouds are extremely mobile, capable even of teleporting away from danger.

To the south of town is a bridge that spans a waterway. Cross the bridge and head southwest. Ignore the second bridge for now, and follow the nearby broken trail as it winds into the wilderness. You soon reach a dark and forbidding cavern set into the foothills of a mountain range.

tip *Use R1 and L1 to adjust your view and find the Sylph Cavern.*

The Sylph Caverns have a quiet, eerie feel to them. Travel to the northwest and discover a small Imperial outpost. With a sly smile and a few secret words, Ras gets you past the guards. Your party enters a secluded cavern dominated by a raised walkway. Follow the walkway until it ends with a blast of exploding air. When the air blows strongly, jump in and it will propel you to a higher level.

caution *Beware of the whirlwinds. They cause about 50 points of damage each time you walk into them. In many cases they are unavoidable. Run straight through them to make sure you pass through on the first try.*

You come to a series of enclosed glens with giant blasts of air bursting from holes in the grass. A pair of deadly whirlwinds guards the only passage. Rush through the right-hand whirlwind, then drop into the hole in the grass. You enter another subterranean cavern, this one with a literal river of wind passing through it. If you enter the wind tunnel, you are blown out of the Sylph Caverns, exiting around the Imperial outpost.

Instead, investigate one of the stone columns directly beside the wind tunnel. Ras then attaches a rope from that column to the one on the far side. Use the rope to traverse the tunnel, then step into another air spout.

You surface in a small grass-covered nook. Collect the Mélange Gel in the upper corner, then drop through the vent hole to the upper left. You fall into a tiny cavern. Head to the left into a larger chamber, where your party rests for the night. While relaxing around the fire, Farah and Reid explain their quest to Ras. When you wake in the morning, head to the load point before continuing your journey.

Beyond your campsite is a grand cavern with a ramp leading to an open passage to the east and another air spout to the west. The eastern passage leads you to the Imperial outpost. Head west through the air spout to discover an enormous grassy glen. On the glen's southern side is a single serving of Mélange Gel, while on the northern end is another air spout. Drop into another subterranean cavern, and the east to another air spout.

This spout propels you to the surface again, this time to a large glen with huge jagged holes through the middle. Across the jagged chasm are three paths. The upper path leads to 1,800 Gald and allows you to access the chest on the middle path. Here, you find the Assault Dagger, a powerful new weapon for Reid. After you scavenge all the goodies, head to a vent hole on the glen's east side.

tip *In the upper right-hand corner of the glen, above the vent hole, is a Lens.*

tip *The middle path collapses, dropping you into an alcove beside the wind tunnel, where you collect the valuable Mental Ring. Then hop into the wind tunnel to be propelled to the cavern's beginning.*

You drop into another cavern. Collect the Orange and Lemon Gel on a nearby ledge as you proceed east to another air spout. This spout spews your party aboveground to another secluded glen. Head south and drop down a vent hole to reach a series of elongated caverns. This is the first Sylph cavern, although you are on the cavern's lower level instead of the raised walkway. Explore the cavern to discover a dark cave to the south and an exit air spout to the east.

tip *The air spout to the east leads you to Arc Wind, a potent thrusting weapon imbued with the wind's power. We don't recommend you arm yourself with this weapon yet, as Sylph and its minion are strong against any Wind-based attacks.*

Investigate the southern cave opening to discover an enormous chamber. The path winds around the massive cavern, eventually coming to an end at the base of an ornate altar. Head to the load point nearby before proceeding. Here you encounter Sylph. As with Undine, you must first prove your worthiness in combat before Sylph will aid your cause.

tip *Heal your party, and make sure everyone is at maximum TP before proceeding past the load point. You won't get a chance after this.*

tip *Protect yourself with the Storm Shield before going into battle with Sylph. It guards against some of Sylph's more potent combos.*

Battling Sylph

Sylph (#47)

HP	EXP	Gald	Atk	Def	Int	Strong Against	Weak Against	Special Attack	Special Abilities	Item Dropped
6,600	1,929	0	170	200	80	Wind, Water, Fire, Ice, Volt	Earth	Wind	Wind Blade, Sylphian Arrow, Air Thrust, Wind Arrow, Teleport	Protect Ring (100%), Life Bottle (100%)

Arms (#167)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,500	70	150	100	180	100	Wind	—	Wind	Orange Gel (8%), Panacea Bottle (5%)

Battling Sylph con't.

This is your most difficult battle to date. Do not attempt it unless every member of your party is at full strength and you possess a large supply of Apple, Lemon, Pine, and Orange Gels. A nice supply of Life Bottles and as much Mélange Gel as you've been able to horde is also a good idea. Finally, save your game before you approach Sylph. If you lose, you are more likely to defeat Sylph in battle if you load from a previously saved game. You'll have all your original items and equipment.

Sylph doesn't fight fair. Instead, it brings a pair of burly goons to fight alongside it. The beginning of the battle is the most precarious. You must first destroy the Arms, while at the same time hammering Sylph regularly to keep it from using any of its potent Wind-based attacks. Concentrate your attacks on the Arms, but end every combo with an upward Slash, because you can catch Sylph as it hovers overhead.

After the Arms are defeated, pursue Sylph relentlessly. If you wait more than a few seconds without swiping it out of the air, expect some serious punishment in the form of special attacks. The granddaddy of them all is Air Thrust, which can inflict hundreds of damage points on every member of your party.

As you inflict more and more damage on Sylph, the likelihood of special attacks increases. The only defense you have is to hammer it relentlessly. Keep your combos short. Sylph tends to teleport away if it is obvious you're going to hammer it with a longer series of attacks. When it does teleport, pursue it immediately, dashing across the screen to slap it out of the air.

Finally, use your items liberally. The latter half of the battle is a mad dash to heal damage and attack Sylph at the same time. Use Miracle Gels, Mélanges, and Elixirs as they are needed. If you hammer Sylph relentlessly, pursue it without fail, and keep your party strong with items and Gels, Sylph will fall before you do.

It is a brutal battle, but you should prevail in the end. Once defeated, Sylph begrudgingly enters Meredy's Craymel Cage and joins your cause. Climb down to the load point, then slowly make your way out of Sylph Caverns until you reach the Imperial outpost. As you exit, Ras informs you that he must part company with you, because business calls him elsewhere. No sooner has he left your party, when an old member—Keele—rejoins you. After a quick reunion, Sylph rises out of the Craymel Cage and grants the party the use of the Aerialboard to hasten your journey.

Aerialboard

While discussing your future options, Sylph gives you a valuable gift—the Aerialboard. With it, you can travel anywhere there are Wind Craymels. The only places you can't traverse are forests and mountain ranges. To start walking again, just press ●. Best of all, while you are flying, the chance of monster encounters is reduced. To avoid monster encounters all together, use waterways. Several hidden sites are only accessible via the Aerialboard. These sites are listed in "Extras."

Chambard, City of Scorched Sand (189, 59)

With your newfound mobility, your next destination is Chambard, a desert city across the scorched sands to the west of Barole. First head east, following waterways until you reach the ocean. From there, cut to the west and reach the coast of a new continent. Desert sands dominate the landspace. Head west across the desert until you come across the tiny port city of Chambard.

tip *Inside the traveler's shop, in a barrel in the lower right-hand corner, is a Rune Bottle.*

tip *In the main fountain of Chambard square is a Lens. When you have 10, speak to the purple-haired woman near the traveler's shop. She gives you a Combo Command item.*

This town includes all the usual shops, including an inn, a weapons shop, and a traveler's shop. Replenish your supplies before heading to the Chambard Bistro, where you find a food store. You can purchase meats and vegetables here. When you are properly rested and have talked to every person in the town, follow the advice of the townspeople, and head to the southwest to find the Efreet Gorge.

Wonder Chef

In the back room of the Chambard Inn, Wonder Chef is hiding in the bed in the upper corner. The delicious Carbonara Pasta, made with Pasta, Cheese, Bear Meat, Eggs, and Milk, is on the menu. Carbonara Pasta restores a large amount of HP and TP.

tip *In the back room of the Chambard Inn in the lower left-hand corner, is 1,000 Gald stashed inside a small vase.*

Wonder Chef, Part Two

In the Chambard Bistro, to the extreme left, is an enormous bottle of red wine. This is where Wonder Chef is hiding out, waiting for you to arrive. On today's menu is Seafood Pasta, made from Pasta, Squid, Shrimp, and Tomatoes. Seafood Pasta restores a large amount of ally HP.

note *At Bikini, a shop selling robes and cloaks, you have another run in with Katrine. Help her on her way to Inferia City.*

Chamballoon Minigame

South of the fountain in the town center is the Balloon Master. He challenges you to a game called Chamballoon.

Rules

Attack and destroy all the floating objects. If you finish under the required time, you win. The target time for the first level is 4.83 seconds. You must destroy four balloons in a row to complete the course.

For the first course, sprint toward the balloons by double tapping ↑,→. Slash at the first balloon while holding down ↑,→, then rush to the next balloon letting up just before you reach it. Rush the next, but don't jump. Finally sprint toward the final balloon to complete the course. Run, don't jump, and hold down ↑,→ after you have initiated the sprint.

Chamballoon Minigame con't.

The second target time is 3.66 seconds. Rush toward the first pair of balloons, then jump and destroy both. Now rush toward the last two, slashing one, then the other in a rapid combo.

The third target time is 6.00 seconds. Three of the four balloons are arranged so that you have to jump to destroy them. Jump to destroy the first, move forward, and do the same to the second. Then move, jump, and destroy the third high balloon. Finally, slash at the last, ground level balloon. Use a lance or spear for this challenge.

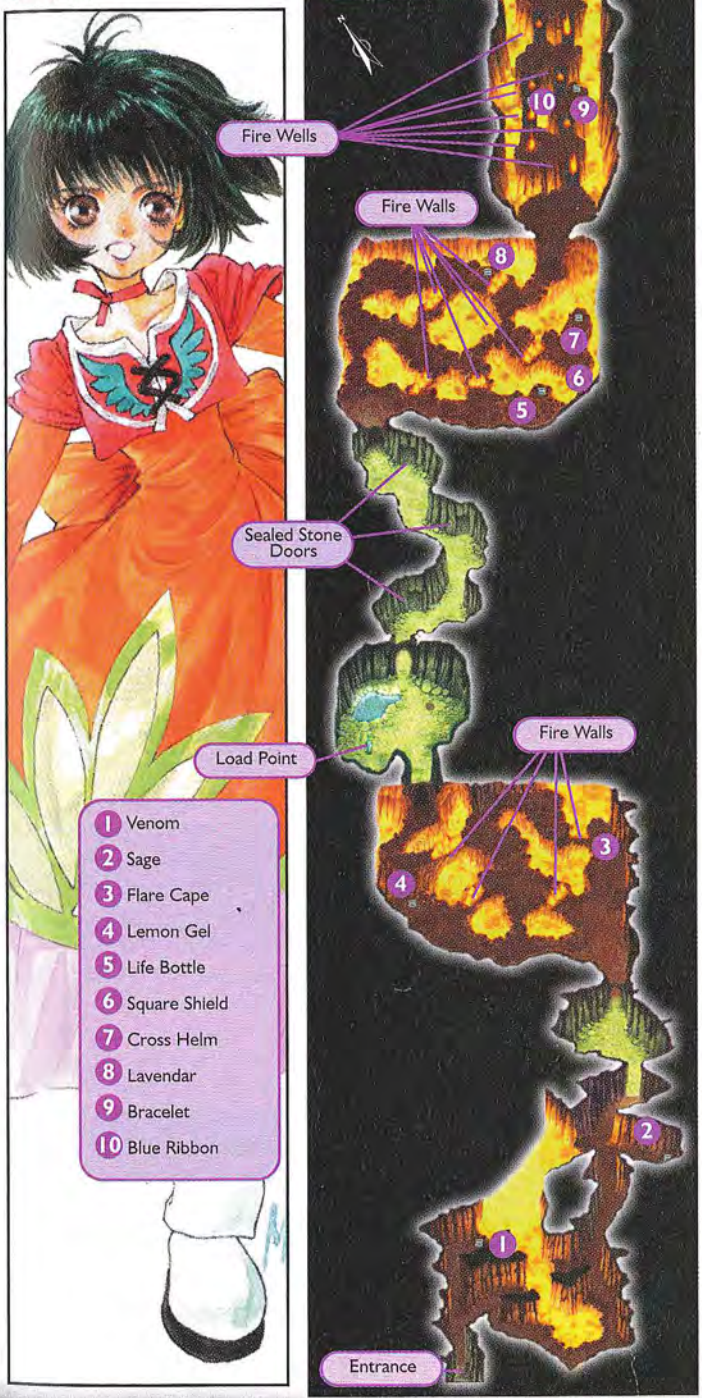
The next target time is 7.00 seconds. The balloons are split into two groups, with two balloons on your right and four balloons on your left. Rush toward the right-hand balloons first, destroying them with a jump and a slash. Then rush the left-hand balloons. Three of these balloons are arranged so that you can destroy them all with a single well-placed jump attack. Destroy them, then rush toward the final balloon to complete the challenge.

The final target time is 6.00 seconds. For this challenge, move to the lower left of the Balloon Master to find a pair of Elven Boots. They will help you move faster both on the battlefield and in this challenge. The first four balloons are arranged in a group. Jump and destroy them as quickly as possible. Next, rush to the second group, then jump and destroy two balloons at once. Destroy the farthest, highest balloon last.

After completing the Chamballoon Minigame, return to the Balloon Master. Reid is given the title, King of Balloons.

Efreet Gorge

(220, 76)



Desert Encounters

Various deadly creatures hunt the desert sands. Scorpions, Rogues, Hunters, and other deadly foes run rampant here.

Mad Needle (#26)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
2,800	58	112	300	250	40	Fire	Ice	—	Panacea Bottle (25%)

Mad Needles come at your characters with poisoned stingers and insane determination. These tiny terrors attack quickly and frequently, often using their small stature as an advantage, coming in below your thrust attacks. Use swing attacks instead, keeping your defenses ready in case a Needle's barbed tail comes flying your way. After a battle, you often need to use a Panacea Bottle to counter the effects of the Mad Needles' poison.

Hunter (#179)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,000	76	224	200	180	83	—	—	—	Spectacles (10%), Lemon Gel (5%)

Hunters are masters of the bow, taking potshots at you from behind the protection of more stalwart defenders. Rush the Hunters first, hammering them with your most potent combos in an all-out attack. Destroy the Hunter before his guards hack into you. Although Hunters have a formidable amount of HP, they are delicate in close combat and should fall easily.

Killer Bee (#135)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
1,600	94	282	250	222	52	—	—	—	Apple Gel (15%), Lemon Gel (5%)

Killer Bees move in small swarms of two or three, harassing your party with barbed needles cast from the sky. Bring the Bees down to earth, where you can dispatch them easily.

Efreet Gorge Encounters

Once inside the Gorge, you face a variety of deadly monsters. Attacks come so frequently that you should use Holy Bottles to reduce the chance of encountering trouble.

Iron Golem (#192)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,400	94	1,000	350	120	300	Fire, Ice, Light	Water, Volt	Earth	Lemon Gel (7%), Square Shield (8%)

Iron Golems are slow and ungraceful, allowing you to choose where the battle will occur. Rush in and hammer them with a long series of your best combos, then dart back. If you stay too close, the Iron Golem pivots at the hip and head butts you. If you move too far back, you are a prime candidate for a huge iron ball tossed from the Golem's head. Hit and retreat to this pocket of safety as many times as it takes to drop these walking tin cans.

Efreet Gorge Encounters con't.

Firebird (#78)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
1,800	58	128	100	140	0	FIRE, VOLT	WATER, ICE	FIRE	TOMATO (20%), FLAMBERGE (12%)

The Firebird is easy to deal with if you attack it with its elemental opposite. Ice- and Water-based attacks snuff these beasts quickly. If you don't have the proper elemental attacks, drive the creature to the ground. Out of the air, the Firebird is much easier to dispatch.

caution *Don't attack the Firebird with Fire-based weapons, as they do next to no damage.*

Ogre(#127)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
6,000	85	125	450	230	68	EARTH, VOLT	—	—	RICE (25%), LEMON GEL (8%)

Ogres are fearsome opponents, capable of inflicting up to 300 points of damage in a single blow. Small groups of Ogres target the same character, attacking simultaneously. Your hero can lose up to 900 HP in a few seconds. Engage with a short, Thrust-heavy combo, which causes damage to all Ogres in the group. Then immediately raise your defenses to soften the counterattack. Even with a shield, you are still looking at a series of blows inflicting 50 points of damage per strike.

Gallow (#202)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
3,600	54	180	160	170	0	VOLT, LIGHT	—	—	APPLE GEL (10%), LEMON GEL (5%)

Gallows have an interesting combination of ranged and close combat attacks. When it is close, a Gallows can carve up characters with its powerful claws. At a distance, this beast can cast powerful beams of energy from its eyes that damage any character in its line of sight. The one weakness of the Gallows is their relatively slow recovery time. Attack aggressively, doing your best to keep the beast off balance as you slowly whittle its life away.

Drake (#216)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
4,500	85	330	230	260	100	FIRE, VOLT	WATER, WIND, ICE	FIRE	ORANGE GEL (13%), LEMON GEL (5%)

Approach the Drake in the context of its elemental weaknesses. Use a jump attack to knock it out of the sky, and quickly finish it off with Water, Wind, or Ice attacks while it wallows on the ground.

Voltic (#25)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
1,800	85	181	120	210	80	FIRE	WATER, ICE	—	FLARE BOTTLE (12%)

Voltics are little more than fire-powered Will O' Wisps. Use a jump attack to knock one from the sky, then use a Wind- or Ice-based attack to inflict severe damage.

From the town of Chambard, head southeast across the desert. The Aerialboard transports you quickly and with very little hassle from patrolling monsters. As your party enters the Gorge, raging flows of molten lava scorch you from afar, blocking your progress. At Keele's request, Undine uses her Water powers to quench the inferno of the Gorge and suppress the heat afflicting the party. Head north across the cool crust.

tip *Arc Wind is an effective weapon against the monsters of the Gorge, because most have a vulnerability to Wind-based attacks.*

caution *Undine's HP quickly dwindles the longer you remain in the Gorge. Move quickly.*

With Undine's protective aura guarding you from the intense heat, head north into the caverns. Move quickly, passing from chamber to chamber, as Undine's power is far from limitless. You eventually come to an enormous chamber containing a variety of land bridges spanning molten lava. To make matters worse, sections of the bridges are smoldering with deadly flames. Move along the southern edge of the room, then up the middle land bridge. You must pass through one of the firewalls, but only one. Hurry through it, then pass into the relative safety of a cavern in the upper left corner of the Field screen.

tip *Return to this chamber later and camp any time.*

You can rest in this chamber for the night to replenish your strength. When you wake in the morning, head north to a strange engraved door set into the cavern wall. These doors only open when exposed to the "power of the light." Leave them for now. Head north into an enormous new chamber.

This chamber is filled with flames and molten lava. There is a way through without stepping through a firewall. The central path, through the middle of the room, provides the safest route.

tip *When replenishing the strength of your party after battles in the Gorge, try to rely on cooking more than Gel. You need every last Apple, Pine, Lemon, and Orange Gel for your battle with Efreet. In the meantime, use Carbonara to heal and replenish your party.*

After you safely pass through the molten chamber, you face a challenge Undine's power cannot protect you from. Fire spouts blast from the floor at regular intervals. Time your movements to correspond *exactly* to a brief period of safety between the flares. Only then can you pass safely. Moving carefully, proceed to the fire pit's north side, where you find the mouth of a final cavern.

tip *We highly recommend that you save your game here. Also make sure all your characters are healed and at full strength before continuing.*

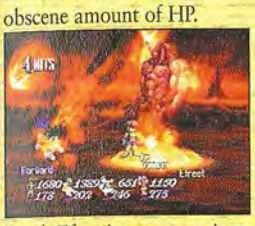
Beyond the fire pit is the resting place of Efreet, Greater Craymel of Fire. The battle begins almost immediately. Although the fighting is fierce, you should be able to defeat Efreet and force him to join your quest.

caution *Do not try to use a Flamberge or other Fire-based attack against Efreet. Such attacks are futile and virtually guarantee your defeat.*

Battling Efreet (#51)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
24,000	2,723	0	200	360	50	Wind, Fire, Earth, Ice, Volt	Water	Fire	Black Onyx (100%), Life Bottle (100%)

Efreet is a fearsome opponent, with a devastating array of special skills and an obscene amount of HP.



Lead the charge with Reid, hammering Efreet with a series of Slash and Thrust combination attacks. Efreet's only major weakness is his relative dependence on special skills. While Reid slams Efreet, the Greater Craymel generally focuses his attention on the remaining three characters. Be relentless: Every time you land a blow, you break Efreet's concentration, making him wait just a moment longer before unleashing one of his potent special attacks.

Being extremely aggressive with Reid serves a secondary purpose. Efreet is unique in that you *cannot* pass by his flaming body. Thus, if Efreet corrals your party into a corner, there is no way to escape without magical intervention. With Reid attacking ruthlessly, you can push Efreet back and give your party a little room to maneuver. If you do get caught in the corner, have Meredy use her Water-based Spread attack to push Efreet back.

Using the Orders screen, make healing injured characters the priority for both Keele and Farah. They keep Reid in top shape for leading the assault and quickly heal any damage done by Efreet's special attacks. When the party is at or near maximum health, have Farah join Reid at the front line. Between Reid's powerful attacks and Farah's bullet-fast Punches and Kicks, you can administer a tremendous amount of damage in a very short time.

Without warning, the three Greater Craymels that now serve your cause rise up from their Craymel Cages and begin to swirl around one another. In a sudden burst of energy, Rem, the Greater Light Craymel, is summoned before you. Rem reveals that the Grand Fall is caused by humans. As such, Rem refuses to join you on your quest, but instead gives you the Sorcerer's Ring, which can be used to cross the Bridge of Light. After her revelations, Rem vanishes in the same burning glow in which she appeared. Heal the party using the now energized load point, then make your way out of the Efreet Gorge.

note *When using the Sorcerer's Ring, use R1 to fire a laser beam.*

By now most of Undine's power is exhausted, so your party takes 75 points of damage every few moments. Because you are at full health, you should have enough strength to escape from the Efreet Gorge. Proceed to the passage with the three doors, and use the Sorcerer's Ring to open each in turn by pressing R1 while facing the doorway. Once inside, move in close and point the Ring at the small blue orb on the room's north side to summon the chamber's guardians. After defeating the pair of guardians, you get the treasure they protected.

note *The treasures each room contains (listed from the top room to the bottom): Rune Bottle, Fire Shard, and Lens.*

Chamber Guardians

Death (#140)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
6,000	196	1,422	300	380	74	Earth, Ice, Shadow	Fire, Shadow	Shadow	Orange Gel (15%), Pine Gel

Despite being guardians of the Efreet Caverns, these creatures have an extreme vulnerability to fire. Use a Flamberge or other Fire attack to cut Death down. Use short, concentrated combos. If you use a combo longer than three hits, Death automatically teleports to another location. Don't underestimate the power of Death's attack. They do horrific damage (200-250 per attack), as well as severely stunning any character they hit.

When you get to the campsite, Meredy reveals that Balir, a resident of Celestia, is to blame for the Grand Fall. Reid points out that an Inferian named Balir crossed over the Bridge of Light twenty years ago. In his many hours at the Royal Observatory, Keele overheard the location of the Bridge—Mt. Farlos. Camp after the discussion, then make the last perilous retreat from Efreet Gorge.

Port of Inferia (181, 108)

From the Efreet Gorge, head south toward the Port of Inferia. Here you can catch a ferry to Mintche, the town nearest Mt. Farlos. Although you can travel to Mintche via the Aerialboard and save yourself the cost of a ferry ticket, the goodies onboard more than make up for it.

Purchase either a First- or Second-Class ticket. First-Class tickets run 960 Gald, while Second-Class cost 720.

First Class

caution *Do not rest in the bed unless you are finished investigating the ship. By the time you wake up, your voyage is over.*

You begin in your elegant stateroom. Items worth several times the cost of the voyage are scattered throughout the room. Use the following list to find them all:

- ***With every ticket, a complimentary White Cloak can be found in a chest by the bed***
- ***Mélange Gel is located in the wet bar near the upper corner of the room***
- ***A Fire Crystal is located in the fireplace on the western wall of the room***
- ***A Savory is in the nightstand by the bed, in the eastern corner of the room***

After you pilfer the room's contents, move down the hall to the dining room.

Search the rest of the ship for a passenger selling extremely rare items. For the first time, you can actually purchase supplies such as Pine, Lemon, and Miracle Gel. Get as much as you can afford—these items are very hard to come by. After you finish with the merchant, make your way to the dining hall, where you find a variety of useful food and items near the buffet table. You can grab several different items from the same spot on the buffet table.

tip *On the ship's main deck, you find a wealth of valuable items, including a Crescent Axe, Ahmet Helm, a suit of Chain Mail, and a Bird Whistle.*

Mintche (68, 142)

From Mintche, head northeast across the ocean until you reach a sizable island. The Sanctuary of Farlos is near the center of the island.

Sanctuary of Farlos (93, 110)

The Sanctuary of Farlos is a structure from hallowed antiquity, said to be the birthplace of the teachings of Seyfert. Head inside the Sanctuary after you battle your way to the top of the mountain. The first nun you meet has many items to offer you, effectively acting as a traveler's store.

Proceed through the pews until you reach the bishop presiding over the services. He asks you a series of questions. Choose the first option given to you, no matter what the question is. To the right is a fortune-teller and to the left, a room to rest in. Head to the room to sleep for the night and replenish your strength.

tip *In a cabinet in the left-hand corner is a Lens.*

As your party leaves the Sanctuary, the kindly bishop stops Farah and decides to teach her Life. This new skill allows her to resurrect fallen allies at a tremendous cost in TP. After Farah receives her new skill, exit the Sanctuary, save at the load point at the base of the mountain, then head west up the steep slopes of Mt. Farlos.

Farlos Encounters

Grappler (#148)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,800	94	350	220	300	46	Volt	—	—	Spectacles (18%), Eleven Boots (2%)

Grapplers are more skillful, deadlier, versions of Strikers. Any punch that lands has the capacity to stun and injure your characters. When fighting Grapplers, keep your defenses up. Try to string together a long series of combos, never giving the Grapplers a chance to counterattack.

Baldie (#108)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,800	94	260	200	240	20	—	—	—	Apple Gel (5%), Orange Gel (3%)

Baldies are one-man wrecking teams, single-handedly capable of severely injuring virtually every member of your party. They are much more durable than their meager 3,800 HP indicates. Battle these vicious opponents conservatively, with long series of your best combos and your defenses ready against a punishing counterattack.

Shaman (#130)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,000	82	530	180	250	40	Earth	—	—	Spectacles (15%), Rune Bottle (5%)

Shaman are formidable magic users, capable of casting powerful Fireballs in rapid succession. Target them in exclusion of other enemies, as they are comparatively delicate and capable of inflicting damage at extreme range.

Mt. Farlos (93, 110)

Mt. Farlos Encounters

Falsea Horn (#236)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,200	102	220	160	230	100	Earth	Fire	—	Goat Horn (35%), Orange Gel (10%)

Falsea Horns are capable of throwing even the most stalwart character high into the air, stunning them. Worse, a small group of Falsea Horns together can actually juggle your heroes, tossing them from one set of horns to the other. Finally, when battling the Falsea in close combat, it tends to attack with a series of head butts, as many as three in a row. Keep your defenses high during battle.

Prairie Hawk (#151)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,000	76	160	150	220	77	—	—	—	Egg (40%), Apple Gel (35%)

Prairie Hawks are pumped-up and dangerous cousins of the Rocky Hawk. Hawks are surprisingly difficult to hit, due in large part to their frequent dive attacks. As with most flying creatures, knock them to the ground and pummel them relentlessly. Prairie Hawks are adept at getting back in the air, so you may need to repeat the process several times.

Violent Viper (#38)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,530	82	440	200	270	0	Water, Earth	—	—	Apple Gel (15%), Melange Gel (10%)

Violent Vipers are much like their smaller cousin the Blood Biter, but the Violent Viper is much tougher and attacks with more ferocity. The Violent Viper's hallmark move is the double attack, once with its tail and once with its fangs in rapid succession. When facing groups of Vipers, this double attack can translate into an almost continual barrage. Use penetrating Thrust-based combos, then raise your shield to defend against the potent counterattack.

Hell Hound (#139)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,900	74	430	240	280	53	Fire, Ice	Water	—	Apple Gel (15%), Orange Gel (8%)

Hell Hounds, like Night Raids and Direwolves, are among the most mobile enemies. They often attack with a vicious bite, doing 125-175 points of damage, then run to a safe distance, only to repeat the entire process. Defend against the initial attack, then pursue the Hell Hound as it flees. Box the beast against the corner of the screen, where you can easily dispatch it.

Wyvern (#82)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,500	82	650	200	300	50	Fire	Ice	Fire	Apple Gel (15%), Lemon Gel (15%)

Wyvern are one of the most formidable flying creatures you face. With a relatively high HP, a powerful breath weapon, and potent magic, Wyvern are nightmares with wings. Their fiery breath wounds characters every time they touch the blast, so a hero can actually bounce over and over again on the long gout of flame. Attack Wyvern from below with an upward slash attack, then hammer this beast with your best Ice-based attack.

Feather Magic (#83)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
2,650	82	520	210	280	50	Wind, Water	—	Wind	Apple Gel (15%), Great Sword (13%)

Feather Magics are like Harpies, floating high above the battlefield. However, Feather Magics don't often directly attack opponents. Instead, these flying terrors hammer your party with potent Fire-based magics, often inflicting terrible wounds. Target Feather Magics before they invoke their more powerful arcane attacks.

Head north along the rocky slopes, keeping an eye open for chests hidden along the tree line and cliff face. Follow the trail east until it splits—one passage goes down, the other goes up. Take the ascending trail, continuing north as you climb the mountain face. After only a few steps, a sudden landslide almost buries your party. As you run to escape the falling rocks, Farah is separated from the rest of the group.

tip *You find a Duel Helm and a Crystal Robe in a pair of chests near the base of Mt. Farlos.*

The rock slide may have blocked one path, but it has opened another. Move back down the mountain until you find the cleared path that grants you access to a new portion of the map. Head east into this area, then cross a rope and plank bridge. Continue east until the ledge splits, ignoring the southern path for now. From the next ledge, you can see Farah—and a mysterious old friend.

Ras, your companion from Sylph Cavern, coincidentally finds Farah, rescuing her from the rock slide. Although you can't meet up with them yet, Ras suggests that you press on toward the summit, where your paths might converge. Travel up the path, heading north, then east as the ledge winds up the mountainside.

tip *The Emerald Ring sits in a chest on the path to the summit. This powerful item reduces TP cost by 1/3. Equip Keele with it for now.*

You eventually reach an active rock slide that you must traverse. Take the higher path, timing your movements with the falling boulders. Watch for patterns in the way the rocks fall. You should be able to get by with only one collision. After you clear the debris field, continue north. You encounter four more unstable rock slide ledges, each with faster and more erratic falling boulders. Deal with them the same way you did the first.

tip *The lower path of the rock slide area leads to a chest containing a Warrior Symbol. This powerful talisman increases the user's strength by 10 percent. Equip Reid with it for now.*

tip *The lower path of the second rockslide area contains an invaluable treasure—the Trident. You can also find 2,600 Gald at the end of the lower pathway, beneath the third rockslide area.*

You finally find a place to camp and replenish your strength. In the morning save your game at the load point, then continue your ascent of Mt. Farlos. You quickly come to an area of steep cliffs and hanging ropes. Send Quickie up to uncoil the ropes attached to higher ledges. Use those ropes to ascend the sheer cliffs. After scaling the cliffs, continue your climb to the summit.

Rope Climbing

A series of ropes have been left behind by previous climbers. Unfortunately, some are still coiled on the ledges they are attached to. Only Quickie can climb the sheer rock face to reach those ropes.

Meredy can give Quickie one of three commands:

There: Check out the area. Now: Try to climb. Go: Jump

The following series of commands allow Quickie to uncoil all the cliff ropes in one pass. Start by choosing the right side of the cliffs to begin Quickie's ascent.

Go • Now • Now • There • Now • Go • No • There • Go • There • There

Sanctuary of Stone

At the summit the party reunites with Farah. Ras again leaves the party. Use the Sorcerer's Ring on the great stone door in the nearby temple.

tip *At the top left edge of the summit, you find a Lens.*

Inside, your Craymel Cages glow and resonate with something nearby. Keele and Meredy step forward and touch a sacred stone at the same moment, invoking the powerful Greater Craymel, Rem. Rem reveals the Bridge of Light to the party, informing you that there is no return once you cross the bridge. Just as the party is about to walk into the Bridge, Ras steps from the shadows and blocks your path.

Ras reveals himself as an Imperial Knight. To protect the Empire, he will not allow Celestia to have the power of the Greater Craymels. You have no choice but to battle your former ally. Although the battle is fierce, you should be able to easily defeat Ras. He leaves behind a Heal Bracelet and a Leather Cape.

Battling Rassius

Rassius (#70)

HP	EXP	Gald	Atk	Def	Int	Strong Against	Weak Against	Special Attack	Special Abilities	Item Dropped
4,408	1,000	0	142	700	100	Water, Wind, Fire, Earth	—	—	Dragon Flash, Dragon Swarm	Heal Bracelet (100%), Leather Cape (100%)

This is a surprisingly simple battle compared to those you survived in your hunt for the Greater Craymels. Although Ras has a high level of resistance to elemental attacks and a wide array of effective special attacks, he never inflicts so much damage that your characters are in any real danger of dying.

The most potent attack that Ras has is Dragon Swarm, where he inflicts up to five slash attacks in rapid succession—each causing up to 100 points of damage. If your party is bunched together, this attack can affect them all. To protect against it, have Reid lead and block with his shield. Also, spread out your party.

Attack Ras from behind. As he unleashes his best combos, have Reid nail him with high-hit combo attacks. Although Ras is quick to recover, he isn't especially bright and continues his assault on your party while ignoring the substantial damage that Reid can inflict. Continue your assault from behind, occasionally using Apple Gel to replenish your characters.

Ras didn't come alone, and his backup soon floods into the temple. The party is forced to flee into the Bridge of Light, leaving Inferia behind. In a spectacular burst of energy, the Bridge transports the party to an uncertain future in an unknown land.

note *After you arrive in Celestia, save your game.*

ONWARD TO CELESTIA

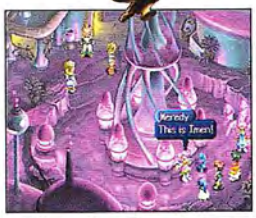
Cape Fortress (34, 63)

You begin your exploration of Celestia from a moss-covered tower overlooking the sea. Enter the tower, collect a single serving of Mélange Gel, then head south to reach the Field screen.

tip *Sleep in a bed in the tower to replenish your strength.*

note *The Aerialboard doesn't work in Celestia. You must hoof it.*

Imen (43, 67)



Journey east to the small village of Imen, the town where Meredy grew up. She introduces you to Sagura the weapon smith, Bulenda the explosives maker, and Hamilt, an apprentice. After meeting Meredy's old friends, you visit Meredy's home, where Farah takes a nap. Explore Imen with Meredy as your guide.

Imen contains a variety of shops that sell useful items. North of Meredy's house, a food merchant sells fruits, vegetables, and meats that you've never heard of. Stock up. Grab the Mélange Gel in the jar beside the merchant before continuing. After exploring the town, head to the northwest corner of the village to visit Bulenda, where you find expensive new weapons for every member of the party. Later, you can purchase a Train Cage for the Craymel Express for a mere 2,000 Gald. To initiate the purchase, step up to the Train Cage and press X.

After you've thoroughly explored the town, head back to Meredy's place, where Reid rests.

tip *Don't buy a Striped Ribbon. Find one on a shelf in Meredy's bedroom.*

tip *Find a Lens on the glass table in the middle of Meredy's living room.*

note *A young man in the right-hand corner of the Alchemists Workshop will sell you everything you need for your travels.*

Wonder Chef

Amazingly, Wonder Chef found a way to reach Celestia! Go to the small robot-like object on the southern side of Meredy's living room to invoke the culinary master. This time, Sweet Rice is on the menu, made with Tusk Meat, Tomatoes, Onions, Rice, and White Satay. Sweet Rice removes all abnormalities and restores large amounts of HP.

Meredy
Yes! He is in a village called Luishka.
He will go and see Galenos.
Galenos is studying how to defeat Bal
He is good ally.

In the morning, you discover that Meredy and Keele stayed out all night. Go to the library on the west side of town to find them studying together. Utterly exhausted, Meredy retires to her house after a short discussion. After she has rested, meet her inside her house, where she tells you about an ally named Galenos who lives in a nearby town called Luishka, just beyond the Dragon Rock Mountains.

Wonder Chef

Investigate the library to find Wonder Chef hiding in the upper left-hand corner. He teaches you Fruit Cocktail, a dish made with Milk, Bananas, Amangos, and White Satay. Fruit Cocktail restores minimal TP to every member of your party.

tip *The library is hard to spot. Just west of the city Craymel pump, beside a glowing purple street lamp, is a staircase that leads to the library.*

Imen Station (61, 69)

Imen Encounters

Celestia's wilderness is no less dangerous than that of Inferia. Creatures infest the countryside, making travel between villages perilous.

Rapid Rabbit (#35)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,950	92	555	212	260	0	Ice	Water	Ice	Carrot (40%), Rabbit's Foot (3%)

Rapid Rabbits are low to the ground and hard to hit. Despite their small stature, they pack quite a kick with their powerful legs. A Rapid Rabbit often performs a flying back kick, sending your stunned character reeling. Swing attacks are effective, followed by raising your defenses. Neo Sonic Swarm and Demon Lightning Hammer skill attacks are also effective. Take advantage of the Rapid Rabbit's vulnerability to Water-based attacks by attacking with a Trident, then use Spread and other Water-based Craymel Artes.

Purse Beetle (#22)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,400	92	615	200	260	30	Water	—	—	Mélange Gel (8%), Panacea Bottle (8%)

Purse Beetles pack quite a punch. Swing attacks are probably the most effective attack against them. Purse Beetles use a potent poison attack that quickly drains your HP. This attack uses the Purse Beetle's rear spine, which raises up just before it launches its attack. If you see the spine, *immediately* raise your defenses. Purse Beetles have no particular vulnerability, so use an attack (not Water-based) that has a high slash damage rating.

The Purse Beetle's small size and the Night Flyer's amazing agility create a deadly combination.

River Sickle (#91)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
2,950	82	450	175	260	64	Fire, Ice, Volt	—	—	Apple Gel (15%), Black Satay (15%)

River Sickles are beetle-like insects that hover low above the ground. This insect hammers you relentlessly with razor-sharp sickles that do considerable damage. The River Sickle is capable of incredible speed and maneuverability, often moving away when you begin a combination attack. A Sickle quickly rushes back into combat, charging your characters if they show any weakness.

Attack River Sickles aggressively. Although they recover almost instantly, they retaliate infrequently, giving you ample opportunity to dispatch them.

Night Flyer (#2)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,333	82	312	202	290	30	Wind, Shadow	Fire, Light	—	Apple Gel (20%), Milk (12%)

Night Flyers are tough opponents that fly low and attack aggressively. Unlike many other flying creatures, the Night Flyer is almost as deadly on the ground as it is in the air. When a Flyer is brought down, use a slash attack or you may miss.

Imen Encounters con't.

Grasshopper (#81)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
6,500	105	540	240	250	0	—	—	—	APPLE GEL (15%), BANANA (25%)

The Grasshopper is another deadly bug that infests Celestia. This insect comes in low and attacks with furious speed, often hammering your characters repeatedly. At medium range, the Grasshopper fires a trio of deadly purple spores that cause considerable damage. Finally, when a Grasshopper is severely injured, it often retreats to the edge of the screen to lob deadly spores from a safe distance. Battle cautiously. At close range, use heavy combos and keep your shield ready for a deadly volley of purple spores. Finally, pursue injured Grasshoppers and quickly finish them.

Heavy Snake (#21)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
5,500	115	400	196	280	35	EARTH	—	—	TUSK MEAT (20%), BONE KNUCKLE (10%)

Heavy snakes offer stalwart resistance at both short and long ranges. At short range, they attack with lightning speed, often stringing together a short series of attacks in a few seconds. At a longer range, they fire a powerful beam that injures any characters in its line of sight. Rush behind a Heavy Snake and split its attention. Farah almost always follows you, allowing the Heavy Snake to target no more than half the party at any time.

Heavy Snakes also bunch together, making them especially vulnerable to long-reaching thrusting weapons such as Spears, Halberds, and Great Swords.

Flying Soul (#13)

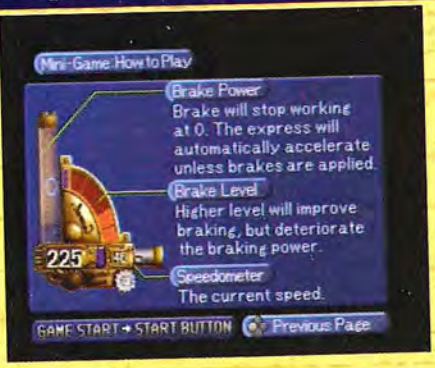
HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
3,800	115	520	178	286	35	FIRE VOLT	LIGHT	VOLT	MÉLANGE GEL (5%), LEMON GEL (8%)

Flying Souls are among the most aggressive fliers you have faced. They hover very high, peppering your party with powerful electric bolts. Even when directly targeted and struck down, a Flying Soul never touches the ground. Knock Flying Souls to a lower altitude where they are easier to hit. Unfortunately, Flying Souls recover very quickly and rapidly gain altitude after shrugging off an attack.

Flying Souls are one of the two creatures you face in the Abandoned Mine Minigame.

When you have your provisions, leave the village. Once on the Field screen, head east until you come to a railroad track called Imen Station. Here are the impressive trains you've heard about from the Imen villagers. Once you get to Imen Station you discover that the train needs fuel. Return to Imen and purchase the Train Cage from Sagura to make the train operational. Walk to the gray door by the conductor, hop aboard, and begin your journey.

Craymel Express Minigame


Mini-Game How to Play
Brake Power
Brake will stop working at 0. The express will automatically accelerate unless brakes are applied.
Brake Level
Higher level will improve braking, but deteriorate the braking power.
Speedometer
The current speed.
225
GAME START → START BUTTON
Previous Page

Rules

Watch the brake level, stop at each station, and deliver the letters. The meter indicates the current location of the Craymel Express.

Craymel Express Minigame con't.

Controls

Brake Level Up
Brake Level Down

Braking Gauge

Brake Power: The brake stops working when the gauge reads zero. The express automatically accelerates unless you apply the brakes.
Brake Level: A higher level improves braking, but deteriorates the braking power
Speedometer: The current speed

Controlling the train is easy. Press ⇩ to reduce the brake level to its minimum. This sends you flying along at a good clip. When you hear Meredy say, "I see it!" press ⇧ to increase the brake level one bar. When the conductor screams, "Reduce speed! Brake!" slowly increase the brake level to maximum. This will stop you between the two signposts that tell you where to deliver your letters. Meredy jumps out and runs to deliver them.

Luishka Station (127, 72)

You arrive in Luishka Station in no time,where you automatically go to the Map screen. Head east along the valley toward the shattered remnants of Luishka.

tip *After you reach the Field screen, head back into Luishka Station. Here you can purchase Red and Black Satay, rare food items that weren't found in Imen. Check out the weapons and traveler's shops, as well.*

Luishka Village (115, 70)

An explosion of unimaginable strength devastated much of the town. Follow Meredy's recommendation and go north through the rubble toward Galenos' mansion. Once inside the badly damaged mansion, head down a small hallway to the lower right and through a shattered laboratory to reach the famed researcher. He greets you kindly and agrees to answer as many of your questions as he can.

Galenos describes how Balir, the ruler of Celestia, used the Aurora Artes, or the "Fibrill of the Gods," to start the Grand Fall. After he answers many important questions, Galenos invites Reid to join him in his basement laboratory for some vital tests. Access the main foyer of Galenos' mansion through the door to the upper left. Then take the lower left hallway to re-enter the basement laboratory.

Wonder Chef!

Before following Galenos into his laboratory, head up the stairs to the right and enter his sleeping chamber. Here, disguised as a blue nightstand, is Wonder Chef. The new dish on the menu is Bitter Tofu, made with Tofu, Red Satay, Tusk Meat, and Black Satay. A dish of Bitter Tofu restores about 15 percent of ally TP, while temporarily increasing defense. You are given the ingredients for this dish.

While Reid is being "probed," the girls go to Galenos' sleeping chamber to sleep. When they wake, Reid has completed all his tests. Galenos tells him that an incredibly strong Fibrill, or power, resides in him. He must first meet some conditions before that power can be realized. Galenos needs more time to analyze the results of his tests before he can learn more. In the meantime, he suggests that you search the port city of Peruti for new allies.

Take the Craymel Express bound for the abandoned mine station.

Wonder Chef, Part Two

On the way out of Luishka, look north to find the rubble of a destroyed home. Inside, a strange wooden box looks out of place. You've discovered the latest hiding place of Wonder Chef. This time the culinary master teaches you how to make Hot Borsch, which consists of Beets, Potatoes, Cabbage, and Red Satay. Hot Borsch cures Infirmity, as well as restoring 30 percent of ally HP.

note *You can't find Wonder Chef at this location until after you speak with Galenos.*

Luishka Station (115, 70)

Leave the ruins of Luishka behind, and return to the Map screen. Head west, back to Luishka Station. The Craymel Express waits, fully fueled and ready to depart. Walk up to the conductor and tell him where you need to go—the abandoned mine station. This leads you to a new minigame.

Abandoned Mine

Flying Souls are the only creatures you have seen before that you encounter in the abandoned mine. Vicious Hard Horns lead the attack against your train, hopping aboard at every opportunity.

Abandoned Mine Encounters

Hard Horn (#58)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
6,200	115	436	170	320	0	EARTH, VOLT	WATER	—	APPLE GEL (5%), EARTH BLADE (4%)

Abandoned Mine Encounters con't.

Your only hope in these close quarters is to use a Water-based weapon. Hard Horns are deadly if they get you on the run—so don't give them a chance. Hammer them with the Craymel Arte Spread and Trident attacks, while keeping your defenses up. Watch out—even with your shield, a Hard Horn can still nail you with a rapid series of gore attacks, ending with a vicious toss into the air. Hard Horns are one of the two creatures you face in the Abandoned Mine Minigame.

Abandoned Mine Minigame

Rules

Use Craymel Bombs to shoo away the enemy. A bomb explodes when the countdown reaches zero. Battle enemies that catch up to you. You are temporarily stunned if the bomb explodes in your hand. You can throw up to four bombs at once.

Controls

Press ✕ to start the bomb countdown. Release to throw.

Strategy

As you travel down the tracks, a monster car moves toward your train on a parallel track. Throw bombs so they explode underneath the train, preferably the lead car. It takes a few bombs before you get the timing down. Luckily, you can throw up to four bombs at a time, laying quite a spread of destruction.

If you don't stop the opposing train from overtaking yours, prepare for a nasty battle with Hard Horns and Flying Souls. As you progress deeper into the mine, the trains advance faster and brakes to avoid your bombs. Chances are, you have to battle your adversaries directly—at least once.

Travel through the abandoned mine, using your bombs to destroy (or at least give pause to) the horde of monster-laden trains coming after you on parallel tracks. You only need to survive for a couple of minutes before coming out the other side. After you are off the train, pick up the Golden Bracelet in a nearby chest.

Mine of Gnome

Mine of Gnome Encounters

Many of the same creatures you have faced before, such as Hard Horns and River Sickles, are in the Mine of Gnome. But now you also must face a whole new set of enemies.

Roller Snail (#8)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
3,200	92	380	214	250	70	EARTH	—	EARTH	LIFE BOTTLE (15%), HOLY BOTTLE (22%)

Roller Snails are extremely difficult opponents if you aren't familiar with their attack strategies. Roller Snails form into balls to protect themselves, then charge toward you, causing considerable damage and multiple hits. Attack them as they roll or before they charge. A Roller Snail that is struck immediately uncoils and ceases its attack. Sprint past Rollers in the front to hammer those in the back, never giving *any* Roller a chance to curl up and charge.

In addition to the charging attack, Roller Snails also fire balls of viscous green goo from their mouths. This medium-range attack causes light damage, but often stuns characters, making them vulnerable for later charges.

Mine of Gnome Encounters con't.

Blood Sucker (#86)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
3,000	82	418	210	240	78	WATER	VOLT	WATER	PANACEA BOTTLE (10%)

Blood Suckers are surprisingly easy to defeat individually, but they are a horror in larger numbers. The creatures are low to the ground, making penetrating thrust attacks relatively ineffective. Use swing attacks and weapons with a high swing rating against Blood Suckers.

The bubble attack makes these creatures particularly formidable. From the hindquarters of these creatures come deadly bubbles that cause moderate to heavy damage. If a small group of Blood Suckers are staggered and firing at different times, the resulting flood of bubbles can take a character from maximum health to unconsciousness in a matter of seconds.

Mine of Gnome Upper Cavern
Mine Office
Start
Boulder
Dirt Pile
Boulder
1 Gold Bracelet
2 Dynamite, Shovel, Key
3 Savory
4 Hourglass
5 Ruby Wand
6 Miracle Gel
7 Bellebane
8 Elixir
9 Pine Gel
10 Lemon Gel
11 Red Shield
12 All Divide

Mine of Gnome Lower Cavern
Load Point
Load Point
1 Gnome Pick
2 Bear Claw
3 Ogre Lance
4 Mythril Circlet
5 Dynamite
6 Rabbits Foot

Mine of Gnome Encounters con't.

Tetratusk (#144)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,500	92	420	180	240	40	Earth	—	—	Tusk Meat (50%), Protect Ring (8%)

Tetratusks are steady, predictable opponents that you can easily defeat after you understand their attack patterns. They attack infrequently, allowing you to inflict terrible damage with little or no retribution. When they do strike, it is with powerful eye beam attacks. Luckily, they give a subtle warning before lauching this attack, allowing you to raise your defenses before the blow lands. If you keep your eyes open and watch for the eventual counterattack, you will beat any Tetratusks with very little damage to your party.

Living Sword (#66)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,500	105	555	165	320	0	Fire	Water, Wind	—	Lemon Gel (3%), White Satay (12%)

Living Swords are agile opponents that hover just above the ground. To attack, they tip forward, pointing at a character at a 45 degree angle. With lightning speed, the Living Sword lunges at your party members, causing severe damage in a short burst of rapid attacks. Living Swords can also move to a lower altitude and rush through your party, causing damage to anyone it comes in contact with.

Relentlessly attack Living Swords with Water-based weapons. Not only will you inflict serious damage, but any blow you land also causes it to reset its attack.

Gentallman (#62)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
7,600	145	765	350	0	0	Fire, Earth	Water	Earth	Orange Gel (8%), Savory (1%)

Gentallmen look like giant pieces of man-shaped pasta. Despite their almost comical appearance, they can inflict considerable damage—especially at extended range. A Gentallman fires deadly bolts of energy at two heights—one high above your characters, affecting only those foolish enough to jump in the beam's path, and the other low, when the Gentallman kneels before you. This attack damages all your characters in a single strike.

Be hyperaggressive. If a Gentallman plants himself in preparation for a ranged energy attack, strike him down. Any hit landed before a Gentallman actually looses the beam disrupts the attack.

The damage you inflict on a Gentallman tends to be especially chaotic, registering barely two digits with one strike, then more than 600 the next.

Fungusnail (#240)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
7,650	82	256	300	450	75	Earth	Volt	—	Banana (18%), Pine Gel (10%)

Fungusnails are an odd contradiction, moving very slow but striking your characters with the blazingly fast power of Lightning. Before it fires a strike, the Fungusnail gives you a subtle warning by glowing brightly. Raise your defenses when they glow, and follow up with a combo attack as soon as the bolt passes.

The Fungusnail's greatest liability is its poor speed. Fungusnails are easy to outmaneuver. To compensate, the Fungusnail can blunt your close combat attacks with its own mystic force field, which appears before your blow lands, dramatically reducing the effectiveness of your strike.

Fake (#244)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
10,000	2,100	1,050	420	0	100	All	—	—	Life Bottle (100%), Pine Gel (50%)

These rare creatures are certain death to fight—especially at the experience level of your party when you first encounter them. They are resistant to every known attack type and have a ridiculous amount of HP. Further, they use special attacks that kill an ally every time. The distortion attack alone causes 5,000 points of damage. If you see a Fake, *run*!

Fakes appear as chests, only revealing themselves when someone is unlucky enough to try to open them.

Save at the nearby load point, then enter the Mine of Gnome to the north. You come to a series of carved chambers with a blind cavern to the north and a long tunnel to the east. Near the entrance to the Mine of Gnome is an open door. Travel inside to find a nice place to rest and replenish your strength. In a locker near the chamber's northern corner, is a trio of items—a Shovel, Dynamite, and a Key. You can only carry one, so take the Dynamite for now, then rest. After resting, head east to a new series of caverns.

tip *Continue east to a small tunnel that dead-ends. At the end is a valuable prize—a Savory, an herb that grants a permanent 5 percent bonus to your TP.*

These new caverns extend to the northeast. A boulder to the immediate south blocks your entry into a new series of caverns. Use the Dynamite on the boulder, and proceed through the newly revealed cavern.

tip *Due south from the shattered boulder is a short rail line. Move to the machinery beside the rail and pull the level to reveal a useful Hourglass power-up.*

Enter a new series of caverns, with passages to the south and east. Smaller tunnels also meander to the west, where they dead-end. Pick the area clean of goodies, then head south, where you come to a four-way intersection of tunnels. Useful items are found in chests to the east and west, but only the southern tunnel allows you to progress.

tip *A Ruby Wand, Bellebane, and Miracle Gel are in the tunnels to the right and left.*

You see another series of carved chambers, this one with tunnels to the east, west, and south. Take the eastern passage, turning south when the tunnel splits. Continue south, ignoring the eastern side passages you encounter. You eventually come to another boulder blocking a chamber to the south. Once again, use the dynamite to blast through the obstacle. Head back to the storage lockers to collect the Key.

tip *The route listed here is the most direct route through the Mine of Gnome. Treasures and valuable weapons are scattered throughout the Mine of Gnome, waiting to be found by those willing to explore.*

Newly equipped, return to the passage you just cleared with Dynamite. A mechanical lift awaits you, and you can only operate it with the Key acting as a lever. Install the key in the lift machinery, and use the lift to descend into a deeper array of caverns.

WHIS Minigame

Rules

Mini-Game: How to Play
WHIS
Select a card
Put down a card
Pass
End Game
Play the cards with matching elements.
First to use up all the cards wins!
You lose if you have more than 15 cards in your hand.
The player with the highest score total after 5 rounds is declared the winner.
GAME START → START BUTTON

Put down a card with the same element as the card in play. The color of the borders are different for each element. If the card in play is Fire, fight Fire with Fire. You can also use Double and Ice. Fight Water with Water. You can also use Prism and Volt. Fight Wind with Wind. You can also use Change and Earth. Cards of the same element are not always necessary. There are also Light and Dark.

WHIS Minigame con't.

Take turns playing cards. The first to use all the cards wins. If the previous person puts down an attack card, you must pick up two more cards. Use your attack card if you have one to pass the attack to the next person. Draw a new card every time you skip. You can hold a maximum of 15 cards. If you skip your turn with 15 cards in hand, you will lose the game. Check the respective cards for the rules of each.

Controls

←,→,↓ Select cards
× Put down a card
● Pass
▲ End a game

After you descend into the lower caverns, the party rests. As you camp for the night, Meredy introduces a Celestian game called WHIS. It's a simple card game based on the different elements. After playing a few rounds, your party drifts off to sleep. In the morning save your game at the load point, then take the passage to the southeast to access the rest of the caverns.

tip *South of the load point is an easy-to-miss hidden cavern. Head inside to discover the Gnome Pick, a powerful new Earth-based weapon. Other earth-based weapons, including the Ogre Lance, are scattered throughout the lower caverns.*

Head southeast to discover a small opening near the east wall. Go through this small tunnel to reach another carved chamber. Travel due east, where there is another set of rail machinery. Unlike the machinery you found in the past, this mechanism allows you to exchange your Key with a new stick of Dynamite. Make the exchange, then return to the carved chamber.

tip *Using the lower cavern rail machinery, you can exchange the Key for Dynamite without having to go back to the storage lockers.*

A pair of tunnels awaits you—one to the east and one to the south. Walk down the eastern passage until you reach another boulder blocking your path. Use the Dynamite to blow the rock to tiny bits, then proceed down a newly-revealed southern passage. At the end of this long tunnel, your party encounters the Gnomes.

The Gnomes, or Earth Craymels, look like tiny white rabbits gathering in surprise around the feet of your party. They lead the adventurers to a small Craymel city deep in the caverns. Here you can replenish your supplies and restore all battle damage by chatting with the Craymel. This is also your first opportunity to purchase unique food items such as Purple Satay and Panyan. Stock up and relax before continuing deeper into the Mine of Gnome.

tip *Save your game in the Gnome Village. The Greater Earth Craymel waits in the chamber to the east and is a very tough fight.*

Battling Gnome, the Greater Earth Craymel (#59)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
16,160	3,000	2	150	350	100	WATER, FIRE, EARTH, ICE, VOLT	WIND	EARTH	MOON CRYSTAL (100%), RUNE BOTTLE (100%)

Battling Gnome, the Greater Earth Craymel con't.

The Greater Earth Craymel possesses a variety of special attacks, but doesn't possess the single knockout punch that made battles with other Craymels so difficult. However, what the Earth Craymel lacks in raw power, it makes up for in sheer attrition, relentlessly hammering your characters with high-hit, low-damage combos. The onlooking Gnomes periodically toss bombs on the heads of your party members.

Perhaps the single greatest threat to your party is the Snout Flare. The Greater Earth Craymel charges your party, pressing through your characters snout first. The effect is spectacular, with a blindingly fast series of hits that can result in a 15-hit combo.

The Craymel's Summon Friend ability is also vicious. The Earth Craymel fills the screen with a gigantic wave of lesser Gnomes. Although it damages the entire party, this attack typically does no more than 150-200 points of damage to each character. The massive belly flop has a similar effect. The Craymel's body swells enormously—just before sliding through your party.

Despite the many attacks at the Craymel's disposal, the strategy for defeating it is surprisingly simple. The only way to defend against most of the Craymel's attacks is to stun it with your own blows *before* the Craymel initiates its abilities. Charge after the beast, arming Reid with a balanced Wind-based weapon such as the Assault Dagger or Arc Wind. Harass it with the Sylph's Air Thrust. Don't worry about raising defense—it does very little damage anyway. Instead, concentrate on hammering the creature until it crashes to the ground.

Here you meet the Greater Earth Craymel, an oddly shaped pasty blob that almost immediately attacks your party. The battle is fierce, but with your party's skill and strength, you can win the fight. After you defeat the Earth Craymel, he agrees to join your cause. Assign him to a Craymel Cage, then proceed west. When you reach the chamber where you first encountered the Gnomes, the Greater Earth Craymel shows you a quick way to the surface.

tip *Don't forget to Fringe after the battle to gain access to a new Craymel Arte.*

Chat's Hut (106, 112)

Emerge from the Mine of Gnome, and return to the Map screen. Nearby is a hut, where the party hopes to find directions to Port Peruti and a bite to eat. Go inside. As soon as you investigate the living room, a strange gas knocks out everyone in the party. When you wake, the layout of the hut is different, and the exit is missing.

note *If you approach the mask on the north wall, you can insert coins into its eye slots. The only real value is inserting 1000 Gald.*

200 Gald: One Apple Gel
500 Gald: Two Apple Gels
1,000 Gald: Two Orange Gels and a Life Bottle

Wonder Chef

After you regain control of your characters, head back to the living room. On the north wall, a hanging wooden clock acts as a clever disguise for Wonder Chef. He teaches you how to prepare Honey Ramen, a dish made with Panyan, Cabbage, and White Satay. Honey Ramen restores 15 percent of all ally HP.

Interpreting the Map

Aifread's Hut includes eight levels, each with a unique combination of items you must find to progress to the next. The floor plan of each level is similar, but the items in each level are not. We've assigned each level a unique color to indicate the levels that hold particular items. The following chart shows which color corresponds to each level.

Level 8	Purple
Level 7	Magenta
Level 6	Blue
Level 5	Turquoise
Level 4	Green
Level 3	Yellow
Level 2	Orange
Level 1	Red

Basement Level 8

1 Toy Duck	4 Panacea Bottle
2 Pine Gel	5 Roulette Room
3 Toy Duck Spring	6 Melnic Computer

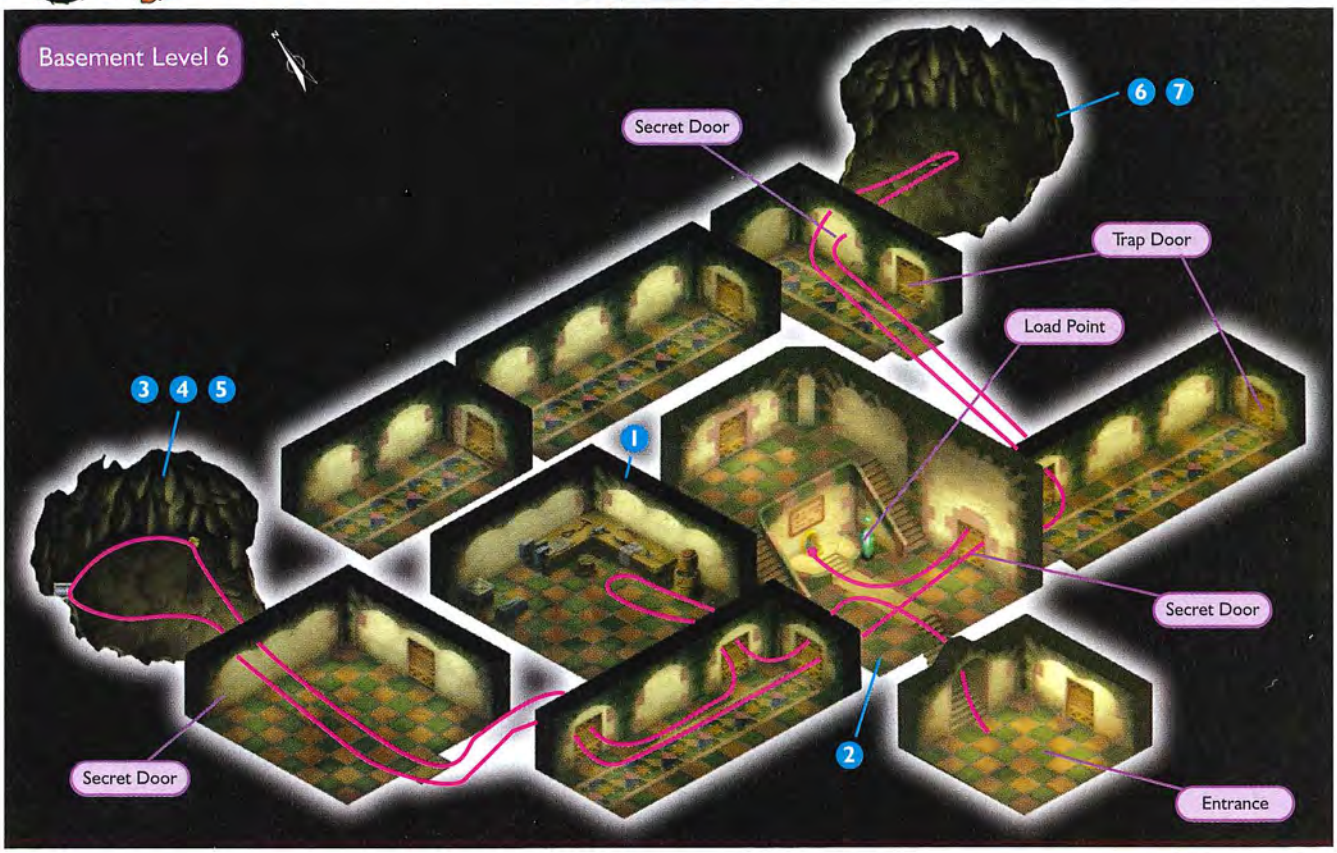
Basement Encounters

Many of the creatures in the basement are familiar, such as the Living Sword. Others are completely new, including some mechanized terrors with a potent array of ranged attacks. The mechanical creatures you face here all have the same vulnerabilities—Water and Volt.

Dark Servant (#33)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
2,200	105	510	196	260	10	Ice, Shadow	Fire, Light	Ice	Dark Bottle (8%), Apple Gel (12%)

The key to defeating Dark Servants is the Flamberge and other Fire-based attacks. Dark Servants are extremely vulnerable to this elemental attack type. Although Dark Servants are formidable adversaries in close combat, their true danger lies in their potent special abilities. In particular, Freeze Lancer causes almost 500 points of damage to every member of your party each time it is cast. Luckily, a Dark Servant telegraphs its use of magic with bright bolts of blue lightning that surround its body before it casts a spell.



Basement Level 6

1. Ventilation Switch
2. Secret Door (Behind Wallpaper)
3. Secret Door (Behind Wallpaper)
4. Toy Duck
5. Bloody Robe
6. Secret Door (Behind Wallpaper)
7. Toy Spring

Level 6 Encounters

Skullwarrior (#87)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
8,000	196	822	360	420	77	Ice	Volt	—	Orange Gel (15%), Mélange Gel (10%)

Skull Warriors are easy to defeat as long as you battle conservatively. They are slow to move, even slower to recover when hit, and they attack relatively infrequently. However, when a Skull Warrior does attack, it can inflict up to 500 points of damage with a single swing of its Great Sword. Keep your eyes open for this potent counterattack, and raise your defenses as the blow falls.

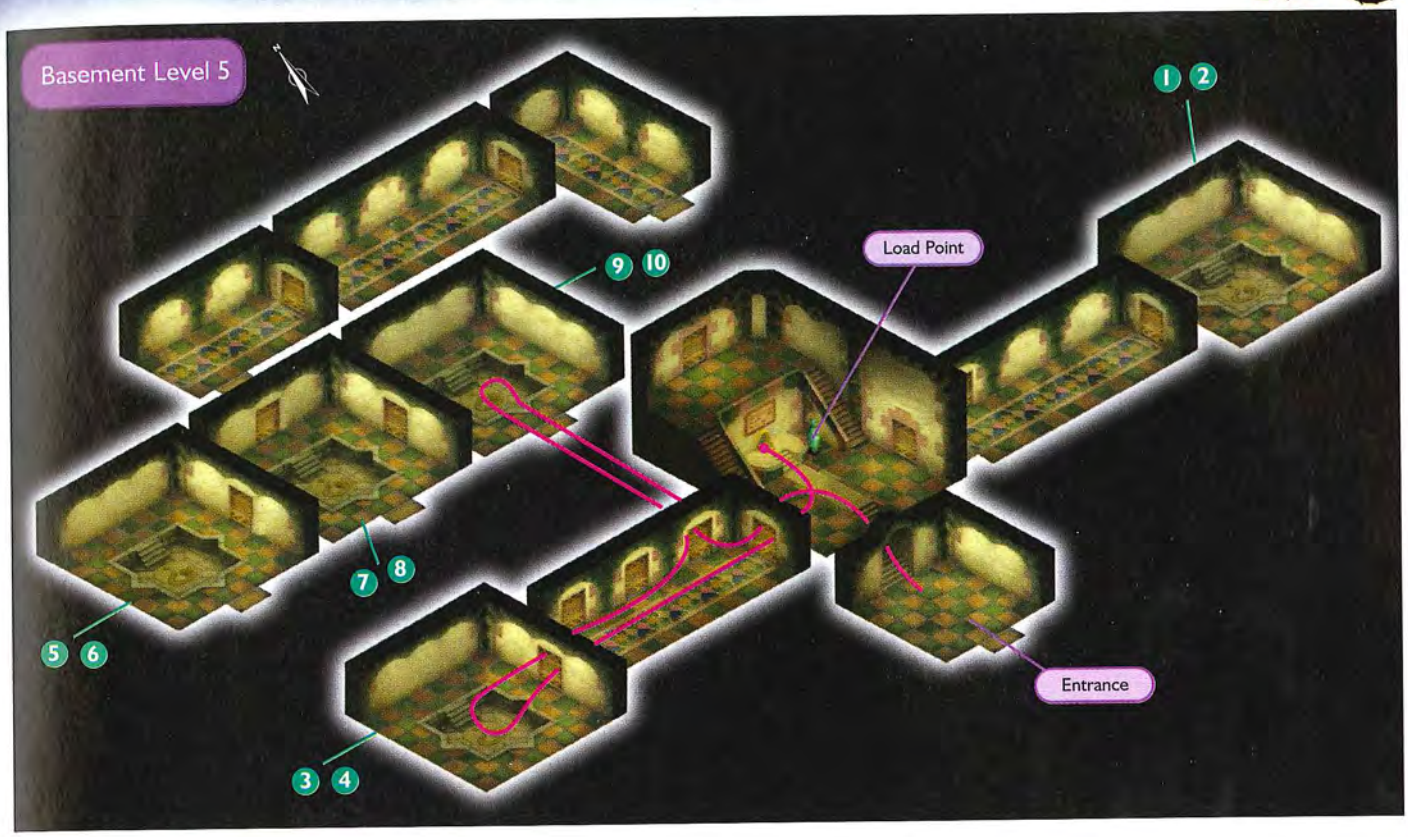
Another devastating attack is its ranged fire. Although its normal ranged attack causes only moderate damage, it can fire a special Weak attack that drains TP from a character much the same way poison drains HP.

Level 6 is different from the previous two levels. Not all of the passages that you are used to encountering are immediately accessible. In the main chamber, the eastern door is missing, leaving only an unlocked western door. Head west, where you find the long hallway—this time with the central door missing. Pass through the door on the right to discover a workshop filled with tools and machinery. Investigate the tall cylindrical machine on the chamber's east side. This activates a ventilation system and gives you hints as to where the missing passages are hidden. When you finish, return to the long hallway.

Next, head through the door on the left. This room has a false door on the far side. When you try to open it, you are ambushed by a pair of Criminals and a Murderer. After you defeat the machines, the door disappears.

At first glance, you are left with an empty room with no way to progress. On closer inspection, you notice a small piece of wallpaper fluttering on the north wall. Stand directly in front of the piece, and press R1 to use the Sorcerer's Ring. The blazing hot beam of light from the Ring reveals a secret door behind the paper and a small cavern beyond. Inside are the Toy Duck and a Bloody Robe in a chest. Collect the items, then return to the long hallway and then the main room of level 6.

On the east wall, where you would ordinarily find the east door, there's another small flap of fluttering wallpaper. Use the Sorcerer's Ring to reveal another secret door, then head into the long hallway beyond. The door at the end of the hall is a false door and an ambush waiting to happen. Ignore it, and instead head through the nearby door to the north. Enter a chamber with several doors. The hallway to the west leads to a dead end. The near door on the east wall is another ambush. The only true door is behind the flap of fluttering wallpaper on the northeast side of the room. Use the Sorcerer's Ring to reveal the door, then pass into the cavern beyond. Finally, collect the Toy Spring from the cavern, and return to the main room to activate the pool switch.



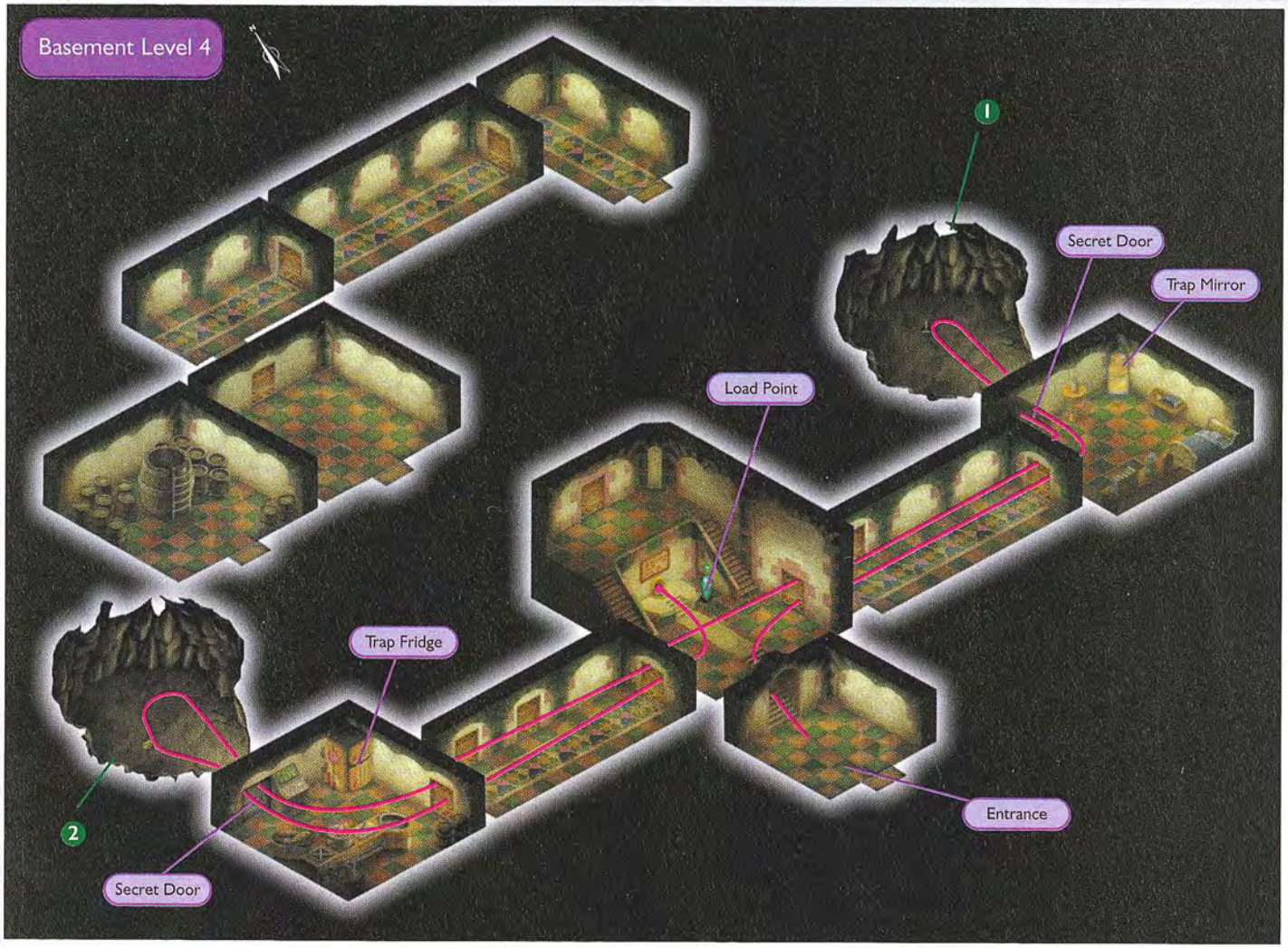
Basement Level 5

1 Question Cube	5 Question Cube	9 Question Cube
2 Lemon Gel	6 Pine Gel	10 Toy Spring
3 Question Cube	7 Question Cube	
4 Toy Duck	8 Mélange Gel	

Basement level 5 is laid out similarly to levels 7 and 8. Head west down the long hallway until you reach a room with a question mark tiled into the floor. Step onto the tiled area, where you are asked a riddle. Answer correctly, and you are given the Toy Duck. Answer incorrectly, and you must battle a pair of Criminals lead by a mammoth Murderer. After answering correctly, collect the Toy Duck, then head back to the long hall.

tip *The riddle is: "I have a neck but no head, arms but no hands. What am I?" The correct answer is the third choice—"A sweater."*

Head through the rightmost of the three doors set into the north wall of the long hall. You encounter another riddle: "I can be cracked, made, told, or played. What am I?" Answer: "A joke." You are given the Toy Spring. Grab it, return to the main room, and use your new toy to activate the pool switch. Now progress to level 4.



Basement Level 4

1 Toy Spring 2 Toy Duck

Basement level 4 follows the standard floor plan of the majority of levels you've encountered. However, every level has its tricks, and this level is no different. At every turn, there are hidden ambushes by Criminals and Murderers.

From the main room of level 4, head east down a long hallway and into a sleeping chamber. In the northwestern corner is an enormous dresser. Investigate the dresser to discover a passage to a secret cavern. Inside the cavern sits the Toy Spring. Collect it, then head back to the main room at the center of level 4.

caution

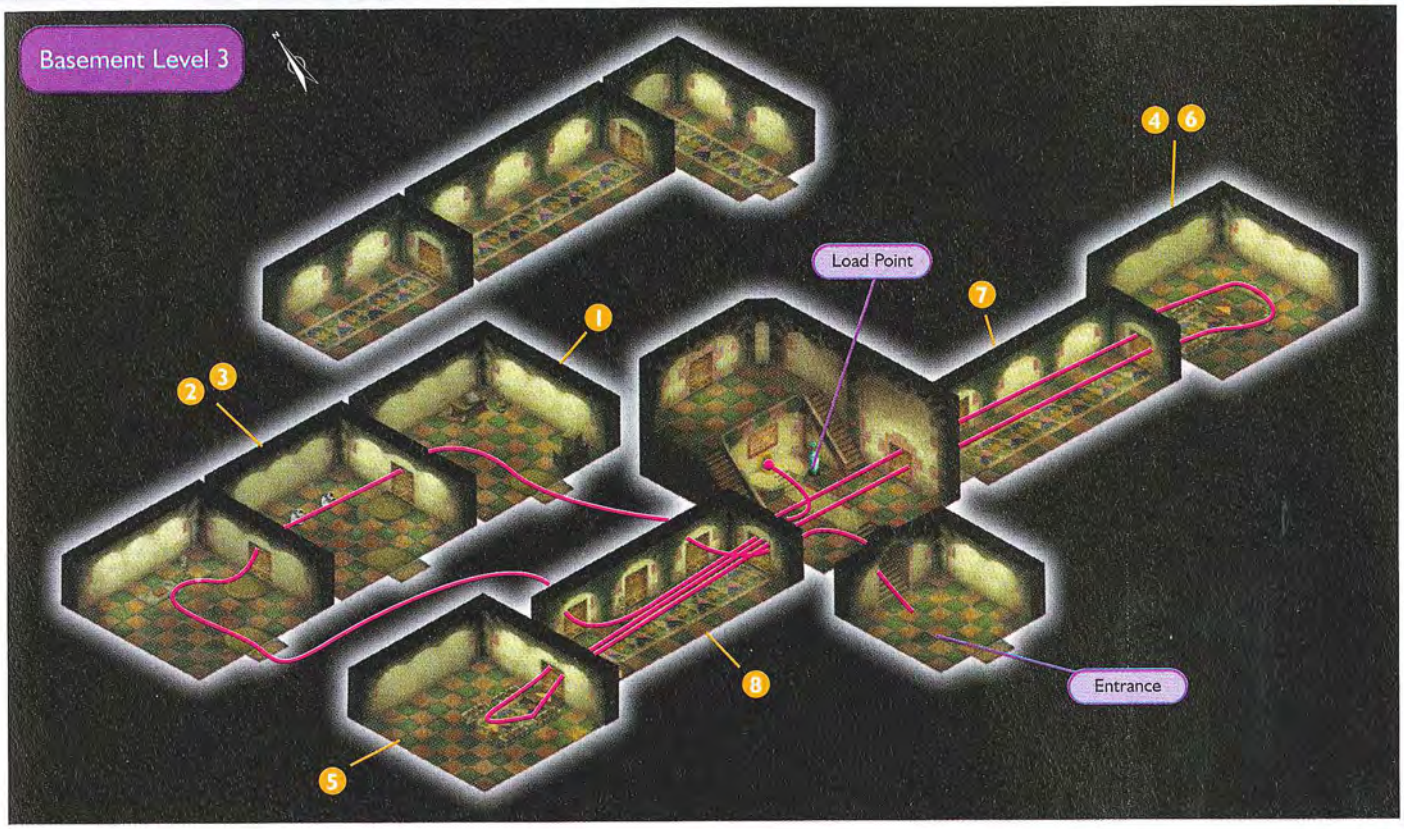
The standing mirror in the corner of the sleeping chamber is another ambush site. Avoid it.

Through one left-hand door in the western hallway, you find a storage room filled with barrels. In the center sits a large vat, which is another ambush point.

From the main room, pass through the western door and down the long hallway. Locate the kitchen at the end of the hall. Head to the western corner of the kitchen and find the gray lift door, which opens to reveal a secret cavern that contains the Toy Duck. Return to the main room, activate the switch, and ascend to level 3.

caution

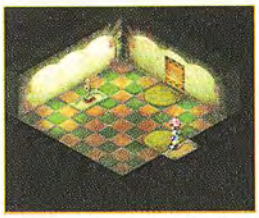
The large orange refrigerator in the northern corner is another ambush point.



Basement Level 3

1 Toy Spring	5 Toy Duck
2 Pine Gel	6 Slidewalk
3 Blue Talisman	7 Slidewalk
4 Watercloud	8 Slidewalk

Basement level 3 follows the same general floor plan, except now it contains sliding walkways. To begin, head west into the long hallway. Go through the eastern door, then grab the Toy Spring from a small chamber. Return to the long hallway.

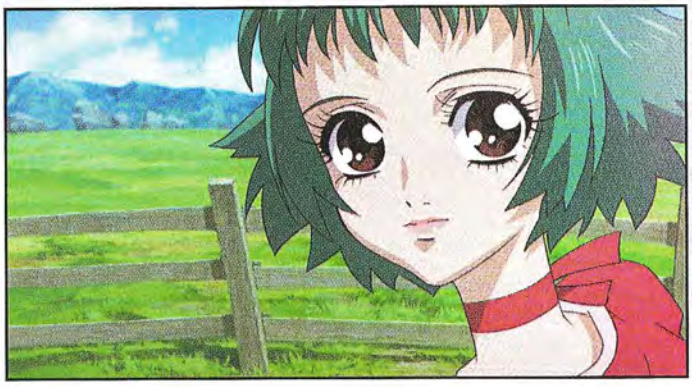


At the end of the hall is a slidewalk. Ignore it for now, instead head through the left-most door of the northern wall. Here you will find a large rectangular floor switch set beside a movable statue. Walk up to the statue, and while pressing ×, push and pull it until it sits atop the floor trigger. Make sure the floor trigger is depressed by the statue before returning to the long hall. This button will allow you to traverse a slidewalk to the east. Now make your way back to the main room, this time taking the eastern door. A slidewalk carries you to the end of a long hall, and into a room with yet another switch. Use the nearby statue to depress this button as well, then return to long hall to the west.

Now that both buttons are depressed, the slidewalk in front of the door at the end of the western long hall begins moving in a northern direction. Additionally, it moves slower, allowing you an easier time getting across it. Use the technique described below to traverse the slidewalk, and enter the room beyond. An enormous statue stands over the Toy Duck. Collect it, return to the main room, and activate the pool switch to advance to level 2.

Navigating the Slidewalk

Getting across the slidewalk is surprisingly easy—if you know the trick. After trigerring the switch on the east side of basement level 3, the sidewalk should be moving in a northern direction, and is difficult to cross. In the middle of the hallway sits a moveable statue that can be used to make traversing the sidewalk much easier. Using ×, push the statue until it is blocking the northern side of the sidewalk, then hop onto the sidewalk and use the statue to push your way through the western door.



Basement Level 2

1 Toy Duck	4 Emerald Ring
2 Movable Painting	5 Toy Spring
3 Movable Painting	6 Movable Painting

From the main room at the center of basement level 2, head east down the long hallway. Enter an art room, filled with paints and easels. The Toy Duck sits in the middle of this collection. Pick it up and turn your attention to a painting on the north wall. Rotate the painting clockwise six times until the yellow portion of the painting points to the left. Now exit the room, going back into the long hallway.

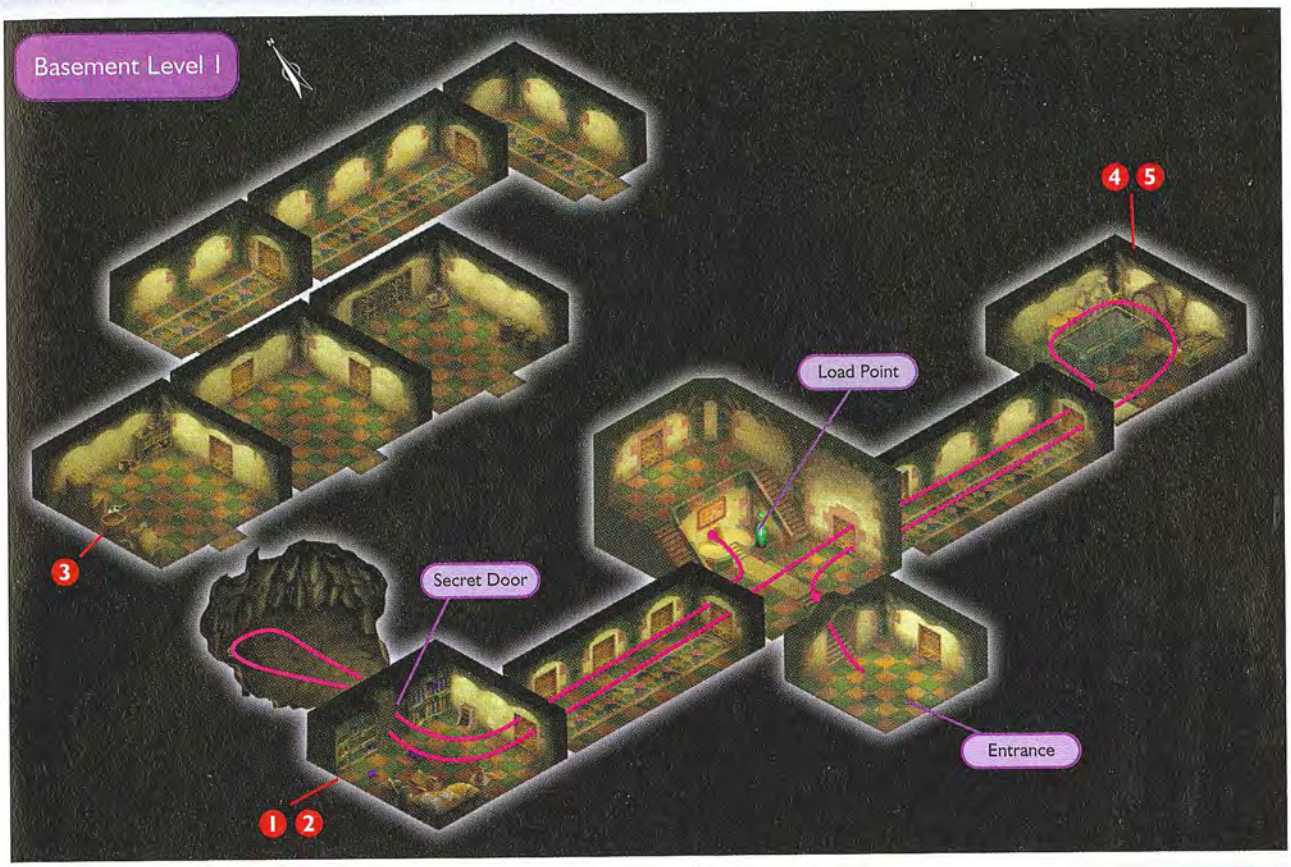
Before heading back to the main room, go through the only door on the north wall of the hallway. Follow the corridor beyond as it winds north, then west. Locate the portrait of a green-haired hero. Incrementally rotate the portrait four times clockwise until it is upside down, then return to the main room.

tip *After rotating the portrait of the green-haired hero, look into the chamber to the west at the end of the hallway to find the Emerald Ring.*

Travel back to the main room. Pass through the western door, and follow it to the end of the hall. The Toy Spring sits on the floor of this storage room. Collect it, then again turn your attention to a portrait. Rotate it twice until the top of the portrait points to the right. If you rotated the other two paintings, you will hear a high-pitched warble, which indicates that a switch was triggered. Now all the paintings are locked into place. Return to the main room, activate the pool switch, and proceed to level 1.

note *If you didn't properly rotate all three paintings, the stairs that lead to the northern door of the main room will collapse into the floor, sending you sliding back down. After you reach the bottom, the stair resets.*

note *In the remaining rooms of the level, you find more artwork. The position of this artwork indicates the position you should rotate the movable paintings to.*



Basement Level 1

1. Missing Books
2. Toy Spring
3. 4,000 Gald
4. Toy Duck
5. Lens

The floor plan of level 1 is similar to most of the levels. Start by heading west down the long hallway and into a study. Books lie scattered on the floor. Walk to each book to pick it up, then move to the bookshelves to put each book in its place. After you have placed all four volumes in their places, a secret door on the north wall opens. Head inside to retrieve the Toy Spring, then return to the main room.

note *Investigate the bookshelves to determine which books are missing before you start returning books. Check out both shelves, then return the books.*

Now head in the opposite direction, investigating the room at the end of the eastern hallway. Here you discover a food storage room, filled with tanks of fish, bread, vegetables, and many tiny barrels. Move each barrel by a pressing ✕ and either pushing or pulling using the direction keys. Arrange all the barrels so you can reach the northeastern corner of the room, where you find the final Toy Duck. Return to the main room, and activate the final pool switch. After you flip the switch an unexpected mechanical visitor drops by.

tip *In the eastern corner of the room, you find a Lens in the discolored crate above the box of vegetables.*

tip *Before you go up the stairs to engage the Guardian, make sure your party is in prime shape, with HP and TP at maximum levels. Use some of your favorite cooked dishes to restore your strength—you need all your Gels for the upcoming battle.*

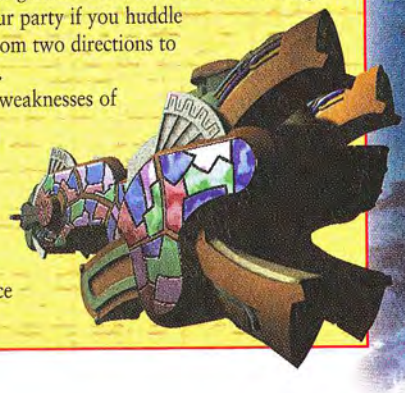
Battling Guardian (#245)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
30,000	3,000	210	200	800	100	Volt	Water, Fire, Ice	Volt	Rune Bottle (100%), Pine Gel (100%)

The Guardian is a vicious, agile opponent with a variety of skills. Its most notable advantage is its great mobility. The Guardian effortlessly slides across the screen with almost no warning, sending you scurrying after it. Pursue it relentlessly, and do your best to get behind the Guardian. Farah almost always joins you, which allows you to attack from two directions.

The two most powerful attacks in the Guardian's arsenal are its mighty sword slashes and the machine guns it has mounted on its upper body. The sword slashes are fast and furious, throwing back one party member after another. The Guardian often uses sword strikes to break up your more potent combinations. The machine guns are also effective at close range. They can damage every member of your party if you huddle together. Split your party and attack from two directions to avoid the Guardian's machine-gun fire.

Finally, use the numerous elemental weaknesses of the Guardian against it. Attack with Water-based weapons such as the Trident, Fire-based weapons such as the Flamberge, or with any of Meredy's Ice attacks. Avoid Lightning or Lightning Hammer attacks as the Guardian has a resistance to Volt-based attacks.



Chat's Hut (106, 112)

After the hard-fought battle against the Guardian, the party emerges to discover the room they stumbled across so long ago. A mysterious young girl named Chat greets you, complimenting the party for having survived the traps left behind by the great pirate Aifread—her ancestor. Chat invites you to join her as deckhands on her pirate ship as she begins her quest for the Legacy of Aifread. After listening to Chat, join her in the reception room.

note *The Legacy of Aifread is one of the seven treasures of Celestia.*

Aifread's Transformation Dock

The party decides they have the best chance of getting to Peruti if they join Chat. In the reception room, tell Chat you agree to her terms. After a stern lecture, Chat leads the party through a series of secret passages to Aifread's Transformation Dock. Docked here is the Van Eltia, a ship constructed by Chat's great grandfather.

tip *After Chat shows you her ship, return to the docks. To the right is a control station, where you find an All-Divide.*

Van Eltia

Chat gives you a tour of the Van Eltia, its Engine Room, and eventually its Control Bridge. On the Control Bridge, tell Chat you are prepared to depart. After you've embarked, the Van Eltia makes a beeline for Peruti.

tip *In the northern corner of the Engine Room, you find a Lens behind the Craymel Engine.*

Peruti (36, 100)

There's a rumor stand around that the
Ice Craymel dwelling in the mountain
to the north of this town is angry.
Of course, it's just a rumor.

The port city of Peruti is completely snowed in. Only the raw power of the Van Eltia allows you to push your way through the ice to reach the shore. Traverse a narrow stretch of ice, heading west. When you enter the town, check out all of the shops, then make your way to the hotel. Here you find not only a place to sleep, but you also hear rumors of an Ice Craymel dwelling in the mountain to the north. The party decides they must investigate this rumor and promises the townspeople that they will do something to stop the unnatural cold that has swept the village.

note *The fish shop is closed until the port thaws.*

note *In addition to information about the Ice Craymel, you also hear about a band of freedom fighters called the Shileska who are battling Balir.*

Wonder Chef on Ice

Peruti may be in the deep freeze, but Wonder Chef still found a way to make it there. In the fish shop, you find an oddly shaped cylindrical stove in the right-hand corner. On today's menu is Spicy Shrimp, made with Shrimp, Tomatoes, and Red Satay. Spicy Shrimp restores about 20 percent of ally TP.

Wonder Chef

Upstairs in the guest rooms, you find something that clearly doesn't belong there—a snowman. Investigate it for another encounter with Wonder Chef. This time the culinary master teaches you Sushi, made with Rice, Shrimp, Tuna, and Black Satay. Sushi restores 10 percent of ally TP and temporarily increases Accuracy.

Mt. Celsius (28, 96)

Mt. Celsius Encounters

Gallows Bird (#210)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,400	105	412	170	340	0	Wind, Ice	Fire	Ice	Spectacles (25%), Lemon Gel (6%)

These deadly birds are made completely of ice, using the frigid temperatures of their own bodies as their most devastating weapon. Gallows Birds fly high, often out of range of most special attacks, then swoop down and collide with members of your party. Characters without a Freeze Charm often freeze on the spot, taking horrific damage as they thaw. A Gallows Bird can also stick to the safety of the sky, peppering the party with razor-sharp shards of ice.

Although far from helpless on the ground, a Gallows Bird is less effective and much less deadly while on solid ground. Knock these creatures from the sky, and use your most potent special attacks and combos to finish them off quickly.

Ice Warrior (#168)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,200	115	780	220	280	56	Wind, Water, Ice	Fire	—	Orange Gel (12%), Ice Coffin (4%)

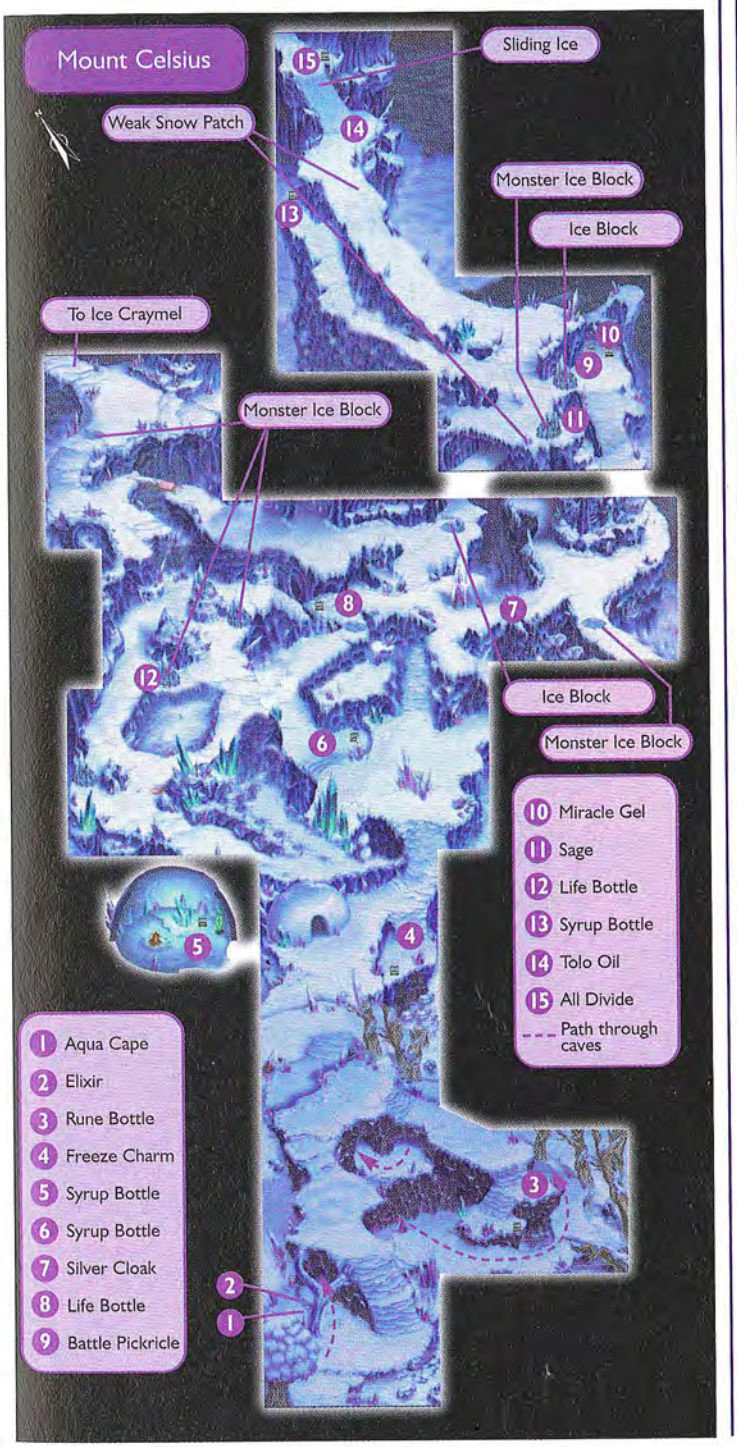
Ice Warriors are stalwart combatants that can take tremendous punishment. They have potent close-combat capabilities with their deadly Great Swords and formidable ranged attacks with Ice bolts. Luckily, you can easily stun them if you attack relentlessly, whittling them down to size with little worry of counterattack. Just don't let up—if you give an Ice Warrior even a moment's peace, it will return the favor with a series of deadly attacks.

When defending against an Ice Warrior, block only when it uses its sword. Your shield does little against the Ice bolts. As with most creatures of Mt. Celsius, don't engage them unless you have a Freeze Charm.

After chatting with the townspeople in the hotel, head west to find the Mountain Gear Shop. Here you can purchase protective clothing for your journey. Chat with the shop keeper, and he tells you that everything is on the house. Everyone scatters to a different rack. Talking to each party member gets them into dressing rooms. Next, head to the clothing racks at each corner of the store. Bring each character the clothing of their choice, then head to the shopkeeper one last time. Purchase a Freeze Charm to use against the Ice Craymel.

tip

- *Farah will only wear the Poncho*
- *Keele will only wear the Heavy Cloak*
- *Meredy will only wear the Cape*



Mt. Celsius Encounters con't.

Hunchback (#165)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,900	115	740	200	350	0	Ice	Fire	—	Lemon Gel (10%), Pine Gel (3%)

Although slow and easy to outmaneuver, Hunchbacks represent a very real threat once they engage the party. A Hunchback's head butt attack can be utterly devastating. Once the attack starts, it continues until the character jumps back or the Hunchback lands at least 10 hits. Often a larger group of Hunchbacks slowly presses your party into the corner of the battlefield, where they can each use head butts to slay the entire party.

Run behind a group of Hunchbacks early, making them split their attacks and allowing you to pick them off one by one. Hunchbacks are often accompanied by Flying Souls.

Ice Tiger (#49)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,500	105	600	210	270	0	Wind, Water, Ice	Fire	Ice	White Satay (15%), Orange Gel (10%)

Ice Tigers are well-balanced opponents, armed with razor-sharp claws for close combat and purple orbs to fire as a long-range attack. Battle these creatures conservatively, keeping your defenses ready for claw or ranged attacks. Ice Tigers are extremely vulnerable to Fire-based attacks, as well as high-hit, low-damage combos such as Swallow Dance or Neosonic Swarm.

Snow Lobster (#96)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,800	115	740	250	240	74	Water, Ice	Fire	Water	Shrimp (50%), Pine Gel (8%)

Snow Lobsters are deceptively deadly, with a potent combination of special attacks. A Snow Lobster can ball up and leap toward an individual, battering the character with its hard exoskeleton. It can also pelt your party with a volley of frozen water bubbles, capable of inflicting moderate to serious damage. Snow Lobsters are easy to stun and not particularly aggressive. Battle them conservatively, and be ready for any sudden leaping attacks or flying bubbles. Lobsters tend to stay low to the ground, so concentrate on slashing attacks; thrusts tend to go over their heads.

Terror (#113)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,000	140	500	280	400	0	—	—	Volt	Panacea Bottle (10%)

Like Night Flyers or Flying Souls, Terrors possess a deadly combination of speed and agility. One of their most effective tactics is to swoop down on a character while their bodies are charged with electric energy. For every fraction of a second that a character is in contact with an electrified Terror, the character receives 100+ points of damage. This can quickly add up to a dead character if you do nothing. Immediately raise your defense when a Terror dives. If one is harassing an ally, rush to assist. Keele and Meredy are especially vulnerable to a Terror's attack.

Have Reid or Farah provide a screen with a series of well-timed upward slash/punch attacks. Although this causes only moderate damage, it keeps the Terrors away from the more vulnerable characters such as Keele and Meredy. Further, it allows your two Craymel Mages to hammer the Terrors with devastating spells and special attacks.

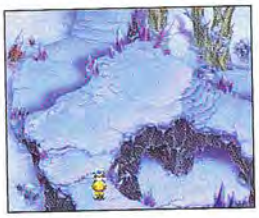
Bigfoot (#111)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
9,999	196	1,200	280	300	32	Ice	Fire	Ice	Sage (7%), Pine Gel (8%)

The words "huge" and "durable" best describe these giant snowmen. Although slow to attack, a Bigfoot recovers quickly and uses its special attacks, such as Ground Roller, without warning, flattening every member of your party. Once Bigfoot starts using special attacks, it tends to use them over and over. Split up so that the Ground Roller attack only flattens half of your party at a time. In addition to Bigfoot's close and moderate ranged attacks, these hulking behemoths can also use Freeze Lancer for a potent ranged attack. Bigfoot appears exclusively in ambushes.

North of Peruti, you find Mt. Celsius. When you arrive, the weather is too extreme to progress. Keele summons Efreet to bake the frozen tundra enough to allow the party to travel. After the path clears, head north into the icy wastes. Mt. Celsius is a mire of icy caverns and bridges of stone and snow. Head north, cutting to the west to find a pair of easy-to-miss chests. Collect the contents, then proceed through the nearby tunnel, which carries you through a small mass of rock to a sturdy ice bridge to the east.

Follow the snow-covered trail as it winds around a rock outcropping. On the back side of the outcropping lies a hidden tunnel. Stumble through it to reach a tiny grotto and yet another tunnel. Follow this tunnel north to find a new area.



To the north is an abandoned igloo. Rest here, and collect the Syrup Bottle near the back of the enclosure. After you catch your breath, head northeast along the trail to reach a large ice-covered plateau. You can choose to follow three different trails—to the northeast, north, or northwest. Take the northern path as it is the most direct route to your next destination.

tip *A chest near the igloo contains a valuable Freeze Charm. If you haven't outfitted your entire party with this item already, use this opportunity to protect another character.*

Continue north through the next ice field. A block of ice in the middle of the path halts your progress. Use the Sorcerer's Ring to melt the ice, then continue north. When you reach another snowy mesa, turn your attention westward to a pair of ice blocks, one above the other.

caution *These ice blocks are scattered throughout Mt. Celsius. Although most are just frozen water, others are home to vicious creatures such as Bigfoots and Terrors.*

Take the northern pass, making sure to keep right to avoid a patch of weak snow. If you walk too close to this patch, the trail will collapse, dropping you onto the path below. About midway up the trail, you find a small container of Toto Oil, a fuel for fire that is famous throughout Celestia. Head back down the mountain. After passing the ice block you melted, turn west down a small snowy path.

At the end of the path, you find a huge spire of glowing ice crystals. Use the Toto Oil to melt the base and cause the spire to collapse across a ravine. Progress westward across the impromptu bridge. On the other side, follow the trail north until you run into another ice block. Melt it as you did the last, and prepare for an ambush of Bigfoots and Terrors. After the battle, continue north, cutting to the northwest when the trail splits.

caution *When ambushed by Bigfoots and Terrors after melting ice blocks, you are often unable to retreat. Make sure your party is in good fighting condition in case you find yourself trapped.*

tip *We strongly recommend saving the game at this point. Make sure your characters are at maximum HP and TP before progressing to Mt. Celsius's summit. Use cooking to restore strength and health—you need every one of your Gels for the coming battle.*

Battling Celsius (#48)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
33,333	4,000	0	264	300	80	WATER, WIND, EARTH, ICE, VOLT	FIRE	ICE	RESIST RING (100%), FREEZE CHARM (100%)

The battle with the Greater Ice Craymel, Celsius, is the most difficult battle you have faced thus far. In addition to an ungodly amount of HP, Celsius also has potent special attacks that it uses almost constantly. Make sure you are at full strength before beginning the battle. A full supply of Gels, as well as an Elixir or two, is also a good idea. Don't even think of going head to head with Celsius unless Reid has a weapon with a Fire-based attack, such as the Flamberge.

Celsius uses a variety of close-combat attacks very similar to Farah's, including Swallow Dance and Chi. The Greater Ice Craymel's extraordinary mobility augments her fighting ability. When bathed in a chilling blue glow, she can race across the battlefield at phenomenal speeds. Celsius recovers from your hits almost instantly and immediately counterattacks with her own combos. Only by attacking her in conjunction with another character can you avoid painful reprisals.

The final tools in Celsius's formidable arsenal are her Ice abilities. Icicle Fall and Ice Needles are often used against an individual opponent. Freeze Lancer and Blizzard damage every member in your party simultaneously. None of these attacks inflict a tremendous amount of damage on their own, but Celsius uses them over and over in rapid succession, with almost no warning.

Have Reid attack aggressively, drawing the brunt of the Greater Ice Craymel's attacks. Have Farah join him on the front lines, while Meredy and Keele stay back, healing the damage Celsius undoubtedly inflicts. Use Fire-based weapons as often as possible, and rely strongly on Efreet's Eruption attack for heavy support. Finally, use Gels, Life Bottles, and Elixirs liberally, reviving fallen or severely injured allies as soon as possible.

To the north you meet the Greater Ice Craymel, Celsius. She seems distracted, and does not respond to any of your greetings or questions. Only when Efreet comes out of the Craymel Cage does Celsius finally respond—violently. The battle that follows is by far the most difficult you have yet faced. After immerging victorious, Gnome revives a fallen Celsius, and explains the dire need for her assistance. Celsius agrees to join the quest, and even provides you with the Freeze Ring, a rare and valuable artifact that can fire freezing beams of energy. With Celsius in a Craymel Cage, travel down the mountain and back to Peruti.

tip *Don't forget to collect the Elixir, Lavender, and Hourglass sitting on the chest near the summit before making your way down the mountain.*

Peruti (36, 100)

When you return to Peruti, a jubilant, festive atmosphere permeates the town. Guston, the villager that paid for your cold weather gear, greets the party as returning heroes. After inviting you inside, Guston makes a most unusual offer—to join the Shileska Freedom Army, an underground organization formed to defeat Balir. Once Guston learns of your desire to battle Balir, he sends you to see Max, Shileska's leader. Max can tell you the whereabouts of Balir's Castle and help you on your quest. You are given the Miacis Badge to prove to Max that Guston sent you.

After a huge meal to celebrate their victory, the party goes off to sleep. During the night, Meredy is suddenly awakened by the glowing light of her Elara, the crystal that hangs on her forehead. Through the Elara, Meredy receives a dire message from her hometown of Imen. Worrying for her town and the people who live there, Meredy insists on going to Imen before meeting Shileska's leader. The party quickly agrees to join her. Guston is frustrated to hear of the decision, but gives you a map of Celestia to help speed the journey. Restock supplies at the now-open stores of Peruti, then leave the village on your way to Imen.

Wonder Chef

Before leaving town, take time to look around the pond in the middle of town. On the pond's south side, is a tall bronze statue—a hiding place for none other than your old friend Wonder Chef. Today Wonder Chef teaches the art of cooking Cold Noodles, a dish made with Panyan, Eggs, Tusk Meat, Cucumbers, and Red Satay. Cold Noodles restore large amounts of ally HP.

tip *You can find a Lens near the fish shop in a wagon full of crabs.*

tip *Take a moment to return to the docks and begin your association with Lesitia, the young painter.*

Return to the Van Eltia and set sail for Imen. Chat is so impressed with your good nature that she allows you to control the ship. Once underway, press ■ to access the Control Bridge. From there, head to the Engine Room to speak with Chat. She gladly joins the party, adding her considerable strength. After Chat joins the group, head back to the bridge, and find the steering wheel to resume the voyage.

tip *Pick up the Tote Bag from the weapons shop before leaving Peruti. Chat can use this advanced weapon later.*

note *Control the Van Eltia with the following buttons:*

Forward: ×	**Backward: ●**
Turn: Directional Keys	**Land: ■**

tip *Celestia is largely unknown to you, so use the Celestian map Guston gave you to guide you to Imen.*

Chat: Starting Stats

Level	HP	TP	Strength	Attack	Defense	Intelligence	Luck	Evade	Accuracy
35	1,664	248	222	537	137	131	50	125	160

Although Chat is still a little girl, she has a tremendous amount of experience for someone so young. She comes equipped with her Chat Bag, which allows her to toss an unlimited number of deadly globes at her enemies—two at a time.

Keep her away from the worst combat; she is rather delicate compared to Reid or Farah. Use her Pow Hammer attack to inflict severe wounds on large groups of enemies. But be warned—the Pow Hammer is only effective at moderate range. Enemies too close, or too far, are completely unaffected.

Using a Fifth Character

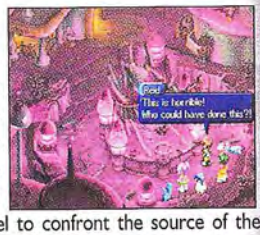
Only four characters can fight in combat at any one time. Before combat begins, decide which four characters will fight. After combat starts the four you selected are locked in until the battle is over.

To change which characters go into combat, go to Formation in the Main menu. Click on Switch, then choose which character you wish to remove from the lineup. Next, choose who will take that character's place. You can't see the stats for the fifth and sixth members of your party at first, so scroll to the right until their info becomes visible. Repeat the process to get the arrangement of characters you like.

You can only adjust which characters are in the lineup *before* combat. While in combat, you may change the formation of the four characters, but you may not replace them with other characters.

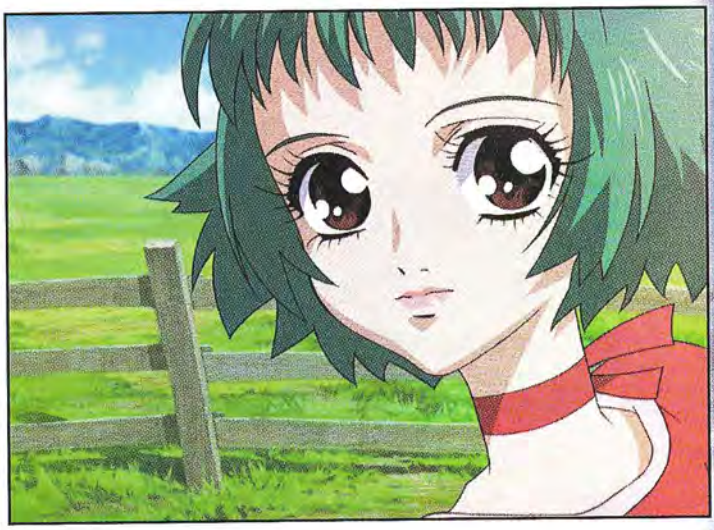
Also use this feature to determine which character you have direct control over. Select the character you wish to place at the front of the formation, and when the battle begins, use that character the same way you controlled Reid.

Ruins of Imen (43, 67)



When you arrive at Imen, you find nothing but devastation and rubble in place of the happy town you left behind. Dead bodies litter the ground, as everyone Meredy grew up with was killed. After surveying the damage, head to the library. As your party enters the crumbling building, Sagura's broken body is thrown down to greet you. Climb to the library's upper level to confront the source of the destruction—Hyades, an underling of Balir.

tip *Make sure your party is at full strength before entering the library.*



Battling Hyades (#225)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
45,000	4,000	30	500	800	100	WATER, WIND, FIRE, EARTH, ICE, VOLT	LIGHT	NONE	MENTAL BRACELET (100%), EGG (100%)

HP: 45,000
Strengths: Water, Wind, Fire, Earth, Ice, Volt
Weaknesses: Light

Simply put, Hyades is utterly devastating. With a surreal amount of HP, resistances to almost everything you throw at him, and the deadliest array of special attacks you have ever seen, your party needs everything they have to defeat him. Don't even think of battling him without first being at full strength with a complete array of Gels and Life Bottles.

As the battle opens, Hyades uses his least powerful attacks—Cursed Roller and direct physical attacks, neither of which are especially dangerous. While Hyades restrains himself, inflict as much damage as possible. The best weapons are those without any particular elemental attack. The Destroyer is a good choice for Reid, while the Crystal Shell works well for Farah. Hyades is particularly susceptible to Chat's Pow Hammer, so consider her when assembling the party.

Hyades's most deadly attacks are Death Finger and Ground Shake. Death Finger in particular can decimate your entire party, and in all likelihood, it will be the attack that kills every member of the party at least once. Use Life Bottles to revive fallen allies, as well as Gels to keep them in fighting form. Reid's Neo Swarm, and Farah's Swallow Dance are good special attacks to use against Hyades when he is about to unleash Death Finger.

Ground Shake is an Earth-based attack similar to Grave. A fist of solid stone rockets up from the ground, stunning and severely injuring your characters. If you foolishly bunch your party near the same spot, Hyades uses Ground Shake over and over in rapid succession.

Battle Hyades to banish him from Imen. After you defeat the formidable foe, move to Sagura's broken form. He rises and rushes to his shop to learn the fate of his friends. Follow Sagura to the weapons shop. Unfortunately, Hamilt and Bulenda suffered the same grizzly fate as most of the town. When you finish burying the dead, the party automatically returns to the Van Eltia and continues on their way to Tinnsia.

Tinnsia (212, 56)

From the ruins of Imen, head west across the ocean to Tinnsia. The port city sits on a different continent, so the journey may take some time. When you arrive, you discover a technological wonderland, filled with slidewalks, escalators, and other fancy equipment. Explore this bustling metropolis, purchase new weapons and replenish your supplies. After you finish the tour, travel along the docks to the east side of town.

tip *In the weapons shop, talk with the purple-haired woman in the corner. If you have more than 20 Lenses, she exchanges them for an Inferi Cape. If you have more than 30, she exchanges them for a Celesti Cape.*

tip *Near the city's upper levels, you find a statue of Gnome. Investigate the statue to discover a Lens.*

Eating Contest

Rules

Eat more expensive sushi than Kong the man. The pace of eating deteriorates as the gauge in the upper right fills. Drink to reset the gauge. Points vary according to the plate's colors. More expensive plates fill the gauge faster.

- ***White plates are worth 100 points***
- ***Red plates are worth 300 points***
- ***Yellow plates are worth 800 points***

Controls

×: Select sushi
●: Drink

Strategy

You must reach for the food a split second before it is in front of you. Concentrate on getting red and yellow plates because they are worth several times more than white plates. If you are victorious, you are awarded the title "King of Hunger." Enter as many times as you can afford.

Wonder Chef

Near the Hotel Tinnsia's reception desk is a strange purple statue. This is another crafty hiding place of our old friend Wonder Chef. Today Sweet Parfait is on the menu, made with Bananas, Amangos, Kiwis, Milk, and White Satay. Sweet Parfait restores large amounts of ally TP.

Wonder Chef

In the dockside shop of the Ship Chandler, you find a small statue to the left as you come in. The small statue is in fact Wonder Chef, here to teach you the art of preparing a Broiled Sandwich. This dish is made with Rice, Onions, Tusk Meat, and Black Satay. A Broiled Sandwich restores some ally HP.

Shileska Hideout

Just east of the Hotel Tinnsia, a cargo ship is tethered to the docks. Move onto the ship's deck, where the badge Guston gave you proves you are a friend to the Shileska. Your party proceeds deep into the hold of their floating headquarters, where you are ambushed by a group of elite Shileska Guards. Battle your way through the Shileska defenses, leaving their best and brightest laid out on the deck of the ship. Once victorious, you are greeted by Ayla, a Shileska leader. She apologizes for the rudeness and explains the need to test your party.

Battling the Shileska Guard (#234)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
8,000	100	100	220	800	100	—	Wind, Ice	—	Apple Gel (30%), Panyan (40%), White Satay (100%)

You face no less than eight of these hearty warriors. They are quick, deadly, and each possesses a fair amount of HP. The Guards tend to stagger their attack, so their blows come one after another in rapid succession. The group advances on your party, swinging their massive scythes and gradually pushing you back.

Rush past the mob, and try to split the group. Have Meredy or Keele use area-effect Craymel Artes such as Eruption, Air Thrust, or Spread to injure the Shileska Guards and push them back. Have Reid engage them in front, while characters such as Chat lob their attacks from a safe distance. Battle defensively, keeping your guard up as you lay thrust-heavy combos on the Guards. Thrusting attacks have a much better chance of penetrating deep into their ranks, inflicting wounds on more Guards per strike than swinging attacks.

If you split them, keep your party healthy with the liberal use of Gels, and use your best area-effect Craymel attacks, the Shileska Guards should fall long before you do.

Follow Ayla deeper into Shileska Headquarters. In their planning room, Ayla shares the location of Balir's castle, as well as the difficulties of breaching its defenses. Ayla even shares the existence of the Craymel Cannon, Shileska's most closely guarded secret. When you've received the full tour, Ayla takes you to meet the enigmatic Max. Through Ayla, Max explains the need for a smaller Craymel Cannon to penetrate Balir's defenses. With the help of the Lightning Craymel, it is thought that such a device could be constructed. The party agrees to seek out the Lightning Craymel, with Keele staying behind to help construct the new Craymel Cannon. Max decides to join you in Keele's absence.

tip *Before leaving the Shileska Hideout, check out the chest behind Max's desk. You find a Lens.*

Max: Starting Stats

Level	HP	TP	Strength	Attack	Defense	Intelligence	Luck	Evade	Accuracy
36	3,425	255	310	795	151	65	60	57	151

Though Max is a capable warrior, he often stays in the rear until he can take a clear shot with his powerful Assault Shot. When given enough time to charge, the Craymel gun can fire an annihilating bolt that inflicts up to 2,500 points of damage to every enemy caught in its wide effect. However, if at any point in the charging process, enemy attack interrupts Max, he loses the bolt.

When using Max's gun skill, you can enter additional command inputs for each skill. Right after Burning Force is executed, select the location of the blast by pressing ✕. Each gun skill has its own unique command inputs, so experiment.

Ruins of Volt (32, 150)

Ruins Encounters

Imp Bell (#97)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,500	181	950	380	420	50	Volt	Water, Earth	Volt	Squid (20%), Orange Gel (12%)

Imp Bells are tiny, insignificant looking creatures that pack a monster punch. With their whip-like tails, they can stun or even knock someone unconscious. Further, Imp Bells have excellent defenses. If injured, an Imp Bell raises its tail and casts a field of deadly electric energy. Any character in close-combat range while this field is active is electrocuted, suffering 250-300 points of damage.

Use slash-heavy combos because Imp Bells are low and easy to miss with thrusting attacks. Fight defensively and never try to string more than three or four attacks in row. If you attempt more, there is a good chance you'll get to taste the deadly current at the end of the Imp Bell's tail.

Neuroid (#95)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,000	212	755	400	450	40	Volt	Earth, Water	—	Orange Gel (15%), Strike Axe (12%)

Neuroids are among the oddest-shaped creatures you have faced, being little more than a fleshy orb atop a straw-like stalk. Despite their appearance, Neuroids pack a deadly punch. The stalk is completely invulnerable to attack, requiring you to jump to attack the meaty globe on top. This globe periodically opens, casting a short volley of energy at a 45 degree angle. If you are standing directly below a Neuroid, you are immune to its fire—and in prime position for a jump attack.

Neuroids also have access to a devastating array of special abilities, including Thunderblade, which can inflict up to 500 points of damage on every character. Luckily, they must charge for at least two seconds before using this attack. Remember that a Neuroid is preparing to attack when a ghostly blue energy bathes its body. Any successful attack against a Neuroid during this charging period forces the creature to restart the process, effectively interrupting the attack.

Chat and Max are ineffective against Neuroids, because their attacks often fly beneath the vulnerable globe of a Neuroid's body.

Air Slicer (#104)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,100	87	563	250	380	64	Earth, Shadow	Wind, Light	—	Red Satay (18%), Lemon Gel (15%)

Air Slicers are a distant and more deadly cousin of the River Sickle. They rocket toward you at terrifying speeds, colliding with anyone in their way. This attack often results in stunned characters. One of the most frustrating things about Air Slicers is they often engage the party in the company of creatures vulnerable to Earth-based attacks. Because Slicers are especially resistant to such attacks, you must abandon Earth-based weapons or suffer a penalty while battling the Slicer.

The best strategy for defeating Air Slicers is a series of upward slash attacks. Keep your shield ready as the Air Slicers are prone to charge without warning.

Ruins Encounters con't.

Madman (#61)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
7500	166	928	300	410	0	Earth, Shadow	Light	Earth	Apple Gel (15%), Potato (25%)

Madmen are tall piles of goo that are nothing but trouble. Although slow moving and easy to outmaneuver, even their most basic attack has a wide area of effect, often injuring several characters at once. Its most common attack is a trio of deadly bolts that fly from its head, each doing 100-150 points of damage. In close combat, a Madman attacks with tentacles.

Screen their attacks with Reid drawing their fire and defending with a shield. Then, have Chat or Max hammer Madmen with ranged fire. Max's special gun attacks are particularly effective against small groups of Madmen.

Mist (#56)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
3,600	181	876	180	350	30	—	Water, Fire	—	Syrup Bottle (13%), Spectacles (25%)

Mists hover above the battlefield, swooping down to injure your party. A Mist tends to hover in the same place for quite a while before making a mad dash through your party line. Fortunately, their vulnerability to Wind- and Fire-based attacks allow you to make quick work of them. Couple that with their slow recovery speed, and you can easily dispatch the beasts.

Ruins Encounters con't.

Savage Beast (#171)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
7,400	196	920	280	450	0	Volt	Water	Volt	Carrot (25%), Orange Gel (18%)

Savage Beasts pack both a formidable close-combat attack, with a triple swipe of its razor-sharp claws, and a deadly ranged attack, with glowing missiles that launch from its back and rocket toward you. Five missiles are fired simultaneously, each capable of hundreds of points of damage. Use Reid to attack these creatures cautiously, while Max, Chat, and Meredy take them apart at range.

Tallman (#98)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
8,000	181	666	300	400	83	Volt, Shadow	Light	—	Miracle Gel (12%), Purple Satay (9%)

Although Tallmen can be formidable close-combat fighters, their real strength is their special attacks. The most powerful is Thunderblade. Much like Neuroids, a Tallman can invoke this horrific attack to injure virtually every member of the party—every time it uses it. Unlike Neuroids, Tallmen need only a second to charge for this attack, giving you much less time to interrupt the spell.

Use an all-out attack. Hammer them relentlessly with high-hit, low-damage combos to keep them from using their special abilities.

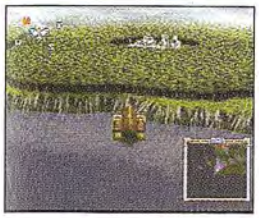
Ruins Encounters con't.

Venom(#109)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
4,100	166	1,130	240	400	0	Fire	Ice	—	Panacea Bottle (10%), Tomato (20%)

Venom look like the Scorpions you faced, but they are far deadlier. Although they lack the poison of their cousins, a Venom's attack usually stuns or incapacitates a character. From moderate range, they can fire a short volley of purple pods that cause significant damage. Because they are low to the ground, they are often hard to hit with thrusting weapons.

Battle Venoms cautiously. Keep your defenses ready for their stunning sting as well as the deadly pods. Try to use slash-heavy combos that incorporate Ice-based attacks.



After Max joins your party, leave the Shileska Hideout and return to the docks. When you board the Van Eltia, Max introduces himself to Chat and gives directions for the next leg of the journey. From Tinnsia, head southeast, hugging the coast and turning south when you reach the frozen plains near Peruti. On the southern end of the Peruti continent, just west of Jini, is an enormous peninsula almost completely covered in forest. The ruins are in those forests and become visible once you near the peninsula.

Trek through the forest to reach the dilapidated Ruins of Volt. Near the Ruins sits a stone tablet with a cryptic message in Melnics: "When ancient tree in west is touched by dawn, stand in eye of dragon and sing emerald song." As you read this, Max batters down the stone doors of the ruins, allowing you to go inside. You are faced with a series of columns, with deadly bolts of lightning arcing in between. These bolts periodically stop, allowing you to rush through the columns. After you get past the bolts, find and read another Melnics tablet in the chamber beyond.

note *The second tablet reads, "Grasp the three stars. As one color they shine. And open the door to which the color shines." You are granted a Lens when Meredy finishes reading.*

From there take the northern door, passing through the next chamber. You quickly come to an octagon-shaped room with circular stone triggers in the floor. There are also three locked doors: a red door to the north, a blue door to the east, and a white door to the west. Each door has a different number on it. Use the buttons to continue through the blue door.

Travel through a long hallway, turning north through the only doorway you find. Continue north until the corridor splits. Head east, following the corridor as it turns to the south. At the end of the winding corridor, go through the passage that leads to a small chamber containing a floor switch. Trigger the switch, then pass through the eastern most portal. Follow a short series of hallways northward that eventually wind to the west.

Number Puzzle

Raised Lowered

White Door
This arrangement opens the white door.

Blue Door
This arrangement opens the blue door.

Red Door
This arrangement opens the red door.

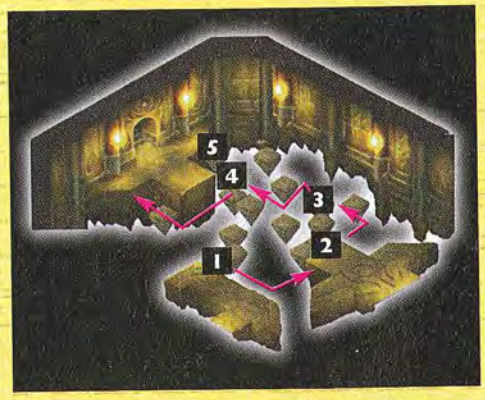
Each door has a number: the red door has the number 15 etched into it, the blue door has the number 14, and the White door has 17.

Each of the buttons on the floor represents a number. Activate buttons that add up to the number on a particular door to open it.

The passages eventually end with a vaguely circular room with another floor switch set in the middle. Trigger this second switch, then turn and pass through a nearby doorway to the south. Your party passes through a short corridor that exits into the same east/west oriented hallway you've been to before. This time, head west. If you've triggered both floor switches, the doorway at the west end of the hall should open, revealing a partially collapsed corridor. Collect the All Divide as well as the Fuse contained inside, then make your way back to the Door Puzzle.This time open the white door to the west.

Follow the newly revealed passageway until the corridor splits. Take the northern passage, continuing until you reach a powerful electrical force field that blocks the way. Step as close to it as you can, facing the flame that sits behind it. To extinguish the flame, use the Freeze Ring that Celsius gave you by pressing L1. As the flame dies, so does the force field. Continue east to an enormous room filled with strange floating blocks.

Block Puzzle



You begin on a small stone landing to the east. Hop on block 1, where you are transported to the southern landing. Take a ride on block 2 to reach block 3, which is suspended in the middle of the chamber. Block 3 severely injures your party with electric bolts as you are transported to block 4. Don't try to heal the party at this point. Simply ride block 4 to the northern landing to complete the puzzle. If you choose to return, use block 5 to glide your way to the southern landing.

Drop the Fuse into the circular aperture on the north side of the landing. Then, hop from block to block to reach the northern landing. Every member of your party is reduced to 1 HP, but don't worry—there are no monster encounters in the block room, and you find a place to camp and revive your strength is in a chamber on the other side. Rest at the campsite, then head to the the load point and save your game.

After you've recovered your strength, head through the northern passage. Continue north until you enter a chamber with a doorway to the east. Pass through and head east into a chamber containing a new puzzle.

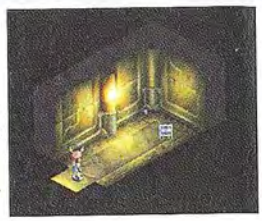
Floor and Door Switches

As you enter this chamber, you see an ornate carving in the floor with a trio of switches crafted into the design. Depending on whether these switches are up or down, you are able to progress deeper into the Ruins.

To open the passages to the north, depress switches A and B, while leaving C raised. The northern passages contain the Key you need to unlock the lightning puzzle later.

To access the corridors to the south, raise A and B and depress C. The southern passages contain the valuable Thunder Cape, which protects you from many of the Lightning Craymel's attacks.

A trio of floor switches greet you as you enter a new chamber. Trigger switches A and B, leaving C untouched. Progress to the north, cutting east as you enter a new hallway. Continue east until you reach a dead-end alcove containing not only a Holy Staff, but a Key as well. Pick up the key after examining the computer. Return to the long hallway with the floor carvings and triggers.



From the carving-filled hall, head west until the corridor splits north and south. Take the northern hallway, passing through large double doors. An enormous machine dominates the chamber you enter. Use the Key at the control panel in the center of the machinery. This lowers the intensity of the energy coursing through the lightning puzzle later in the Ruins. With the Key in the control panel, travel back to the campsite to the south and rest.

After restoring your strength, trek to the east. The party passes through a series of long corridors until you reach the lightning puzzle. Flashes of electric energy block your path. Starting with the floor trigger directly in front of the entrance, move counterclockwise from trigger to trigger until the exit door unlocks. Progress through a short series of passages to reach the resting place of Volt, the Greater Lightning Craymel.

Lightning Puzzle

This chamber bristles with electricity, preventing you from passing to the other side. The door exiting this chamber is locked, requiring you to step on the floor triggers in a surprisingly simple pattern that both opens the door and controls the flow of energy. Starting with the trigger directly in front of the entrance 1, move counterclockwise from trigger to trigger until you reach trigger 6. Each time, the flow of electricity changes just enough to allow you to reach the next trigger. When you end on trigger 6, the door unlocks and a route is revealed.

After your long journey through the Ruins, you come to the lair of the Greater Lightning Craymel, Volt. Volt seems to be in trouble, sparking randomly and jabbering on about a "white button." Impulsive Max strides toward the Greater Craymel and punches it, provoking Volt to attack your party. Defeat Volt to pacify it, then let Meredy see what is wrong with the Greater Craymel. She translates for Volt, giving you a trio of symbols in Melnics. Activate the blinking machine behind Volt, climb down to the mechanized columns to the east, and stop the machine when it displays the proper symbol.

Battling Volt (#46)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
54,321	3,600	0	218	508	160	WIND, FIRE, EARTH, ICE, VOLT, LIGHT, SHADOW	WATER	VOLT	HOLY SYMBOL (100%), RUNE BOTTLE (100%)

Battles with earlier Greater Craymels were trying and difficult, and Volt is no exception. Volt packs a tremendous punch and can take as much punishment as it gives. With resistances to almost every major elemental type, most of your attacks are thwarted; those that do harm the Greater Craymel only scratch the surface of Volt's 54,000+ HP.

Volt has a variety of special attacks, and almost every one injures the entire party. Volt periodically fires off a volley of Lightning, frying any character too close. Another devastating attack is Volt's Sparkle ability. Although it takes a moment to initiate, Volt can shower half the battlefield with deadly beams of energy, costing affected characters 300-600 HP. Volt may also use Thunderblade.

Your ideal battle group is Reid, Farah, Meredy, and Max. As combat begins, Max is already at 1 HP. Restore him with a Lemon Gel, then battle Volt. Amend the spells and Craymel Artes available to Meredy to include only Spread and other Water-based attacks. Provide Undine with all the Water Shards and Crystals necessary to increase her Vitality to maximum. Equip Reid with the Trident, and make sure Farah isn't using Knuckles, which Volt is resistant to. Equip Reid and Max with Stun Charms to keep them from falling to Volt's electric attacks.

Attack Volt relentlessly. It is impossible to block most of his special attacks once they are loosed. Interrupt Volt's attack by landing your own blow. Put Max on maximum aggressiveness, and have Meredy and Farah heal you from a distance. Don't let Max use any special attacks. Volt hovers too high for them to hit.

Whenever Reid or Max isn't in immediate danger of dying, have Meredy hammer Volt with a Water-based Craymel spell. Use Gels and Life Bottles to replenish your strength and revive any fallen characters. Keep Farah alive and at full TP, because she can revive the entire party. If you attack relentlessly, use Farah and Meredy to heal the front line, and keep Farah alive with Gels and Life Bottles, Volt should fall before you do—but barely.

Resetting Volt

Talk to Meredy to get the sequence of symbols necessary to reset the Greater Lightning Craymel. After you do so, go to the lower level below Volt's platform to an array of machinery. At the rear of the lower platform, a blinking slot activates the remaining machines. Then the three mechanized columns to the east display eight different symbols in rapid succession. Stand on a small metal plate in front of each column, and hit ✕ to select the proper symbol.

Resetting Volt con't.

The symbols fly by, so find your symbol in the lineup, count to seven in time with the changes, then press ✕. The proper symbols remain locked in the display. You only need to successfully choose each symbol once.

After you reset Volt, the Greater Lightning Craymel agrees to cooperate. As the sixth Greater Craymel enters the Craymel Cage, a pair of unexpected visitors arrive—Rem, the governing Craymel of Inferia, and Shadow, the governing Craymel of Celestia. In recognition of your accomplishments, the two Craymels grant you a valuable gift—the sword Excalibur. With the sword in hand, leave the Ruins of Volt and return to Tinnsia.

tip *After Volt joins your party, Fringe to develop the deadly Thunderblade Craymel Arte.*

Tinnsia (212, 56)

Return to the Van Eltia, then make the long overseas journey back to Tinnsia. Use the Celestia Map as your guide. Once in the city of Tinnsia, head to the secret Shileska Headquarters. Both Chat and Max leave your party as you slowly descend through the throngs of soldiers to the Craymel Cannon. With the cooperation of the Lightning Craymel, the Cannon can now be installed on the Van Eltia for the coming assault on Balir's Castle. Keele rejoins the party as you leave Shileska Hideout.

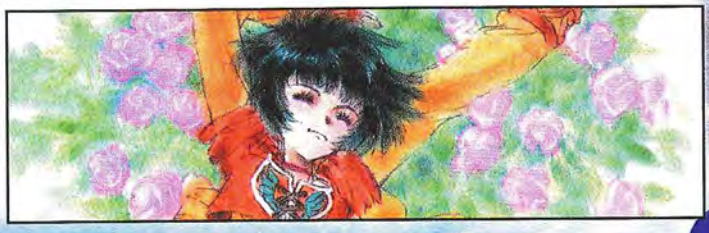
note *Before leaving the Shileska Hideout, you are given a coupon for a free night at the Hotel Tinnsia.*

note *You can also head to the Ship Chandler near the docks to watch Chat's ship being upgraded.*

Your next stop is the Hotel Tinnsia. Present the coupon at the reception desk for a night in a deluxe suite. After the party turns in for the night, Reid awakens from a terrible reoccurring nightmare. When Reid wakes up, head into the girl's room to discover that Meredy is missing. Go to the roof to find her alone and worried about the coming battle. Reid and Meredy talk for a few minutes before returning to their respective rooms to sleep.

Balir's Island (221, 22)

In the morning, return to the Ship Chandler and go down the ladder to the right. Here you find the newly refitted Van Eltia and a crew more than ready to go. Hop aboard and ride straight into naval combat. Battle your way through the armada that Balir stationed around his island fortress. After you best his navy, the Van Eltia blasts a hole in Balir's defenses in a spectacular cut scene.



Sea Battle Minigame

Rules

Fire the Craymel Cannon to defeat the enemy fleet. Shoot the Cannon when the power gauge reaches maximum. Defeat every enemy or survive until the countdown reaches 0 to win. The game is over if an enemy destroys your shield. Each hit of damage reduces the gauge by one.

Controls

Rotate: ←,→
Charge: × (Press once.)
Fire: × (Press again.)
Accelerate: ● (Press while charging to accelerate.)
Switch View: ▲
Support Fire: ■

Strategy

Defeating Balir's defenses is surprisingly easy once you get the hang of the controls. The trick lies in accelerating out of danger. If you hit × once, you begin charging the Craymel Cannon. After hitting ×, hit ● for a quick burst of speed that temporarily depletes your Craymel Cannon energy.

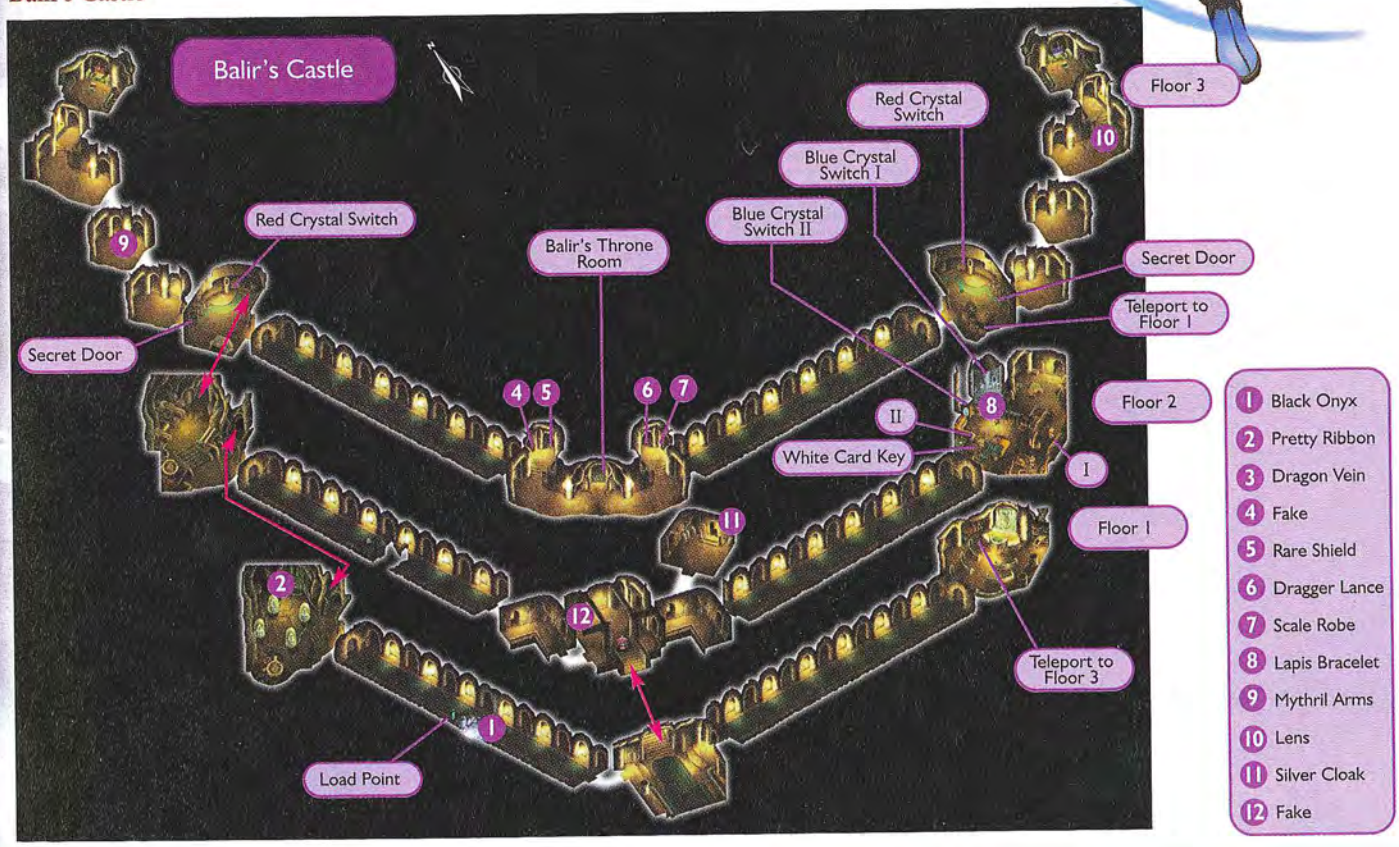
Use these bursts of speed to stay safe. Line your ship up with an enemy ship, charge the Craymel Cannon, and blow the other ship out of the water. By the time you destroy that ship, other enemy ships are ready to fire at you. Hit × again, then hit ● to speed out of the area. Any slow-moving shots the enemy might fire will miss entirely. Use this burst of speed trick to turn quickly so you can target another ship. Continue this process until every one of Balir's ships is destroyed.

With Balir's defenses down, the Van Eltia lands at a Castle Dock. Max rushes off to lead his men, leaving you to fend for yourselves. Travel east up a series of circular stone stairways. At the base of Balir's Castle is a Shileska camp where you can purchase new weapons and replenish your supplies. Purchase as many upgrades as you can afford. If you have a Charm Bottle handy, use it—you save tens of thousands of Gald. With your supplies replenished, head east into Balir's Castle.

tip *A barrel on a pier just north of where the Van Eltia is docked contains a Lens.*

tip *Return to the Van Eltia before continuing into Balir's Castle. You find Chat in the Engine Room. Talk to her so she will join your party again.*

Balir's Castle



Castle Encounters

In addition to the new creatures you face, you must also deal with an old favorite—Skull Warriors.

Clay Golem (#186)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
12,000	293	1,900	600	0	0	Earth, Shadow	Water	Earth	Pine Gel (12%), Miracle Gel (6%)

Clay Golems, which look like extra beefy Gentallmen, are nothing but trouble. However, a Clay Golem's devastating Hostage attack separates them from their lesser cousins. When a Clay Golem suffers significant damage, it bends at the hip, grabs one of your characters, and rockets him or her off the screen. Moments later the dazed and confused hero drops to the ground, drained of all but 1 HP, and badly bleeding away TP from the effects of a weak spell.

Because of this attack, use hit-and-run tactics when battling Clay Golems, rushing forward to hammer them with your best combos and Sacred Skills, then darting back. Use high TP combos to annihilate them quickly.

Guitaricle (#75)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
6,800	229	1,723	220	340	52	Water, Wind, Earth, Volt, Shadow	—	—	Purple Satay (12%), Elixir (1%)

Guitaricles are distinguished by the ring of deadly orbs that hover around their bodies. These orbs act as both their best defense and most deadly weapon. When attacking, each orb causes 100-150 points of damage. Worse, they often juggle your character backwards, taking you out of close-combat range.

When battling a Guitaricle, fight conservatively, raising your defenses quickly and frequently in response to the creature's relentless attacks. Only after a volley of flying orbs ends should you begin attacking. Use your best combos and Sacred Skills—opportunities to attack are few and far between, so make them count.

Carvadole (#134)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,800	196	850	300	480	64	—	Ice	—	Apple Gel (20%), Red Satay (10%)

Much like River Sickles, these monstrosities change altitude without warning and drop tiny spore-like bombs on your party. They also rocket toward your party, ramming your characters and breaking up combos. Carvadoles are the perfect defensive screen for larger, slower opponents such as Stronghorns and Anchor Lizards. Hammer Carvadoles with a strong series of jump or upward slash attacks.

Anchor Lizard (#6)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
8,500	212	1,150	276	380	35	—	Ice	—	Mélange Gel (12%), Beet (35%)

Anchor Lizards are enormous, dwarfing your characters and the creatures they fight alongside. Despite their gigantic stature, they are surprisingly easy to beat. More than most creatures in Balir's Castle, Anchor Lizards are susceptible to relentless and constant attacks. Hammer them by thrusting, slashing, kicking, and punching them. Anchor Lizards are slow to recover and inevitably give ground.

However, if other creatures screen for Anchor Lizards, they can unleash the power of their own special attacks. At moderate range, Anchor Lizards strike out with their razor-sharp claws. At longer range, a tight, low-damage laser can lay low your entire party with one shot. Anchor Lizards typically fight alongside Kubitooms or Carvadoles.

Castle Encounters con't.

Kubitoom (#94)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,000	212	1,150	500	500	10	Shadow	Light	—	Konia (25%), Lemon Gel (13%)

These tall, pod-like creatures hover above the ground in small packs, easily darting away from your best attacks. When you corner them, Kubitooms teleport out of harm's way. They also use the potent Acid Rain attack frequently and without warning.

A strong offense is your best tactic. Although they can teleport, Kubitooms are still vulnerable until they completely dematerialize. Strong upward slash attacks or jump attacks bring these floating pods to the ground where you can quickly finish them.

Stronghorn (#181)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
7,600	196	1,020	200	400	0	Earth	Water	—	Lemon Gel (12%), Lovely Mitten (7%)

Stronghorns are a more powerful and aggressive version of the Hard Horn you faced before. A Stronghorn's favorite attack is a horn charge, capable of inflicting up to 800 points of damage in a series of rapid attacks. Even deadlier is a special throwing attack, in which it catches a character (or two, if in range) on its horns, then throws them high into the air. This attack is especially dangerous when two or more Stronghorns are engaged—they often throw a character from one set of horns to another like some sort of perverse game of Celestian volleyball. Once caught in this "game," you can do little except wait for some other character to break the combo.

Hominicle (#200)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
15,000	229	890	350	320	0	Water, Wind, Ice, Volt, Shadow	Fire, Light	Shadow	Panyan (15%), Lavender (1%)

Hominicles are like undead tanks, slow moving but capable of devastating attacks. These corpses shamble toward your party, obliterating anyone foolish enough to get too close. A *single* swing from a Hominicle can do up to 550 points of damage, and these beasts swing quickly. They also have a deadly shoulder charge that can both severely injure and stun a character. Keep your defenses high, and try to use a Light-based attack to take advantage of their severe vulnerability.

Whyte (#197)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
9,500	212	1,100	400	400	0	Ice, Shadow	Fire, Light	—	Pasta (15%), Pine Gel (5%)

Like most undead creatures, Whytes are vulnerable to Light-based attacks. Use this to your advantage, wielding Excalibur or other Light-based weapons. Keep your guard up as well—they can inflict 300+ points of damage per hit in a short series of blinding attacks.

tip *Chat is a good choice for most creatures you meet in the Castle. Defend her with more battle-ready characters such as Reid and Farah, then have Chat pepper your enemies with trinkets from her Bag or with her potent Pow Hammer attack.*

Balir's Castle is in a state of disarray, with rubble and debris scattered everywhere. Turn west and follow the long corridor to a set of double doors. Beyond, a bizarre laboratory contains monsters trapped in giant glass containers. To the north is a control panel, and to the south, an odd piece of machinery. Leave these for now and climb the staircase to the east of the doorway you came through.

caution *The control panel activates the teleporter to the south and also opens the glass containers imprisoning the monsters. If released, they come at you like a flood of evil. Worse, every time you reenter the room, a new batch of monsters waits. Each "monster" includes a pair of Skull Warriors and a pair of Carvadoles. Leave the teleporter alone and simply journey through Balir's castle on foot.*

tip *Don't forget to grab the Pretty Ribbon in a chest beside the control panel before you climb the stairs.*

The party enters an oddly shaped storage room. To the east, a doorway leads to a long hall. To the north, just left of the staircase you climbed, another flight of stairs leads to the third floor. Climb the stairs to enter another oddly shaped chamber. Go through the room and out a huge doorway to the east. Beyond is a long hallway. Follow it until you reach a grand chamber at the center of the Castle.

note *If you use the Sorcerer's Ring on the glowing stone in the northern corner, it reveals a secret door to one of the Castle Towers. Leave that room alone for now.*

tip *Down the long hallway on the second floor, a chest contains Dragon Vein, a Long Sword infused with the power of Shadow.*

At the center of this chamber is a locked set of double doors. To the northeast and northwest, short staircases lead to a pair of rooms. Investigate these rooms to acquire some valuable new items. After you ransack the area, head toward the large doorway in the east wall. Beyond it another long hall mirrors the corridors you've already passed through. Continue until you reach another oddly shaped storage room. Your party can camp here for the night. Rest and recover your strength before climbing down the stairs to the north to return to the second floor.

caution *The chest in the westernmost of the four side rooms is a Fake, a deadly monster you have almost no chance of beating.*

note *Like the last laboratory, use the Sorcerer's Ring on the red stone to the north to open a secret passage to a Castle Tower. Although the Tower contains a Lens, you can't do much there—yet.*

The chamber on the second floor is an amazing collection of advanced machinery. You can access only half the room as you enter—box-shaped robots block the only route to the lower half of the chamber. To move the robots, head to an alcove bathed in blue light. Press L1 at the blue stone switch in the alcove to activate the first robot. Proceed into the lower half of the room, and repeat the process on the second blue stone switch. Another robot moves, granting you access to a White Card Key. Collect it, then continue south.

note *This is a one-way trip through this room. After you leave the chamber, the robots reset their positions. You have no way to reach the first blue stone trigger.*

The party again enters one of the grand hallways that characterize Balir's Castle. Go to the end, then continue west until you reach a chamber dominated by pipes and ducts. Standing guard is a mysterious creature. To progress across a bridge to the south, defeat this guardian, called Spiral.

note *You can easily bypass Spiral if you wish to explore the chambers and passages to the west.*

tip *Don't engage Spiral until you've fully healed every member in your party.*

Battling Spiral

Spiral (#248)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
45,000	1,000	3,000	230	400	100	—	—	—	Faerie Ring (100%), Orange Gel (100%)

Escargot (#106)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,140	153	643	250	350	70	Wind, Earth	—	Earth	Orange Gel (13%), Pine Gel (7%)

You face a small horde of deadly opponents in Spiral and his four Escargot companions. Spiral is relatively docile at first, moving slowly and not using many special attacks. Use this time to eliminate the Escargots. Chat's Pow Hammer as well as Meredy's group-effect Craymel attacks are especially effective at dispatching them. Although the Escargots are little more than speed bumps, don't underestimate their ability to do you harm. They battle much like Rollersnails, winding themselves into tight balls, then charging your party.

After defeating the Escargots, turn your full attention to Spiral. This creature truly lives up to its name, using spiraling attacks that cause massive damage to your entire party. The Advanced Spin in particular catches one or more characters in a hailstorm of blows that literally juggle them high into the air, each hit doing 100-125 points of damage. If your party is foolish enough to bunch up around Spiral, the beast will undoubtedly use Vertical Spin, which hits every ally nearby—even those behind it.

Battling Spiral con't.

To reduce the effectiveness of Spiral's attacks, keep your party from crowding around it. Lead with Reid and Farah, and have Meredy, Keele, or Chat hold back, using longer range attacks. That way, if Spiral uses a devastating spinning attack, it only injures the characters most capable of handling the damage. If you keep your defenses up, lead with your close-combat specialists, and have a full supply of Gels and medicines to heal damage, you should easily defeat Spiral.

With Spiral and its minions defeated, climb down the staircase to the south, returning to the first floor of Balir's Castle. Head down a long hallway to the east. Beyond the portal at the end of the hallway, you find what looks like a chapel, with rows of pews before a tall podium. Move to the eastern corner, and insert the White Card Key into the machinery. This activates terminals in the right and left Towers, as well as a teleporter in the chapel's northeast corners. Hop into the teleporter, which transports you back to the campsite on the third floor.

note *On the podium, the following message is inscribed in Melnics: "The calm seas engulfed by eternity." You will use this voice-activated code later.*

At the campsite, rest and replenish your party's strength. In the morning, head to the north end of the room, where you find a glowing red crystal in a column. Press R1 to fire your Sorcerer's Ring at the orb and open a secret passage in the southeast corner. Travel through the passage and into the Castle Tower. At the top sits an input terminal. Meredy recites the message you found in the chapel, allowing you access to the terminal. Then head back down the Tower and return to the campsite.

Head west and proceed down the hallway leading to the chamber at the center of Balir's Castle. Pass through the chamber, and continue west until you reach the oddly shaped storage room, which also contains a glowing red crystal. Use the Sorcerer's Ring to reveal a secret portal to the left Tower, then ascend to the top. Here sits the mirror terminal to the one in the right Tower. Finish inputting the verbal code to open the double doors of the grand chamber.

Return to the grand chamber, where the double doors open easily now, allowing you into the throne room of the leader of Celestia. It is time to confront the tyrant Balir. However, upon storming the throne room, you make a startling discovery—Balir is dead. From the shadows of the throne, Balir's consort Shizel reveals herself as the true power of Celestia and the cause of the Grand Fall. After a short dialogue, Shizel unleashes her vast power against your party.

Battling Shizel (#85)

HP	EXP	Gald	Atk	Def	Int	Strong Against	Weak Against	Special Attack	Item Dropped
120,000	50,000	0	300	0	75	Water, Wind, Fire, Earth, Ice, Volt	—	Shadow	Elixir (100%), All-Divide (100%)

It is impossible to beat Shizel in this battle. Her primary weapon is a Lightning bolt that fires from a ball of energy over her head, arcing across half the battlefield and injuring almost every character. Shizel fires the deadly lightning faster than your party can recover from her last volley, so one bolt after another courses through your stunned characters.

After the lightning finally stops, Shizel calls on her more deadly special attacks. Summon Demon opens a rift to some dark dimension, allowing a creature of the netherworld to inflict horrific wounds on your party. This attack alone can result in thousands of points of damage. Shizel releases other equally vicious magical monstrosities should you manage to survive her initial attack. Simply allow her to kill the party, and don't expend any items to revive or replenish fallen characters.

After falling in the one-sided battle, your party is completely at Shizel's mercy. As she summons the power of the Dark Aurora to destroy your heroes once and for all, an old friend rushes to the rescue. Rassius, the Inferian Knight you battled to reach Celestia, takes your place under the full fury of Shizel's power. In a blinding flare of darkness, the energies unleashed by Shizel consume the throne room.

The party awakens outside the Castle, bruised but alive. Somehow, Rassius shielded your heroes from Shizel's power—at a tremendous cost. He lies dying a few steps away. With his last breath, Rassius gives Reid the Seyfert Key and instructs you to see Galenos in Luishka. Return to the Van Eltia, and use the craft to return to Luishka. Let the Celestia Map guide you westward.

Luishka (127, 72)

Back in Galenos's lab, you learn more about Fibrill, the Divine Aurora Artes, and Reid's true potential. Reid has within him the ability to use the Divine Aurora Artes, if he can pass the three Trials of Seyfert. Although Rassius, too, had this potential, he faced Shizel before completing the Trials. The Key of Seyfert shows you the way to the Seyfert Shrine, where Reid can undergo the Trials. Before you leave, Galenos asks you to drop him off at the Shileska Hideout first.

Tinnsia (212, 56)

At the Shileska Hideout, Galenos offers to join forces with Shileska in hopes that together they can defeat Shizel. When Shileska accepts, talk with Max to enlist him in your party. Then go to the Craymel Cannon laboratory. Talk with the technician, and donate 20,000 Gald for the development of a more powerful weapon for Max. With your affairs in order, head back to the Van Eltia, and let the Seyfert Key guide you.

tip *Keep a close eye on the direction the Seyfert Key takes you. This first "guidance of the gods" directs you southeast. Any time you are confused about where to go, simply use the Seyfert Key again.*

Peruti (36, 100)

The Seyfert Key guides you to Peruti. A small Pink Miacis sitting on a barrel near the docks shocks Max and teaches him the Air Blade skill. Head into town, where a seaman sits on a short pier. If you chat with him, he will introduce himself as Captian Mach and offer to race you in game called "Around Celestia." Race at least once to discover the location of the Seyfert Shrine, south of Peruti.

Around Celestia Minigame

Rules

The race begins and ends in Peruti. The first one back to Peruti wins. Go through the checkpoints in the correct order. If you miss one, you'll lose.

Controls

The controls are the normal ones for the Van Eltia.

Strategy

This game is particularly difficult because you are never sure where the next checkpoint is. If you miss even one, you are guaranteed to lose. Your best hope is to follow closely behind Captian Mach's vessel, sprinting ahead only when you near Peruti. The final checkpoint is a near-perfect circular snowflake pattern.

Seyfert Shrine (32, 128)

Almost due south of Peruti is the Seyfert Shrine. Wind around the lower continent in a counterclockwise direction (to the west), until you reach the southern side. Frequently refer to the Seyfert Key to find the Shrine. Inside, the party moves to a mystic portal that only Reid can enter. Alone, Reid ventures into the Trial Room, an ancient place of testing.

A messenger from Seyfert visits Reid—a messenger with a voice Reid can almost place. The messenger warns that the Trials of Seyfert are cruel and difficult, but if Reid is prepared, he may proceed. Once the messenger leaves, use the load point on the north side of the platform, then step into the enclosed center from which the messenger spoke.

The first Trial transforms Reid into an Egg Bear. He possesses all the stats of the creature and must actually go into combat as an Egg Bear. Proceed south, battling through an encounter with a pair of Green Ropers and a Sprite. You soon find your Egg Bear family slaughtered on the floor of Nostos Cave. A pair of Egg Traders stumbles in shortly thereafter. Startled, the first rushes toward you and attacks. You should defeat him easily.

After the remaining Egg Trader runs, follow his trail south, where you run headlong into your own party preparing to camp. "Reid" and "Keele" battle you in a fight you simply can't win. Once the Egg Bear perishes, Reid returns to the Trial Room.

The messenger grants you the Aurora Wall skill when you return. You can't learn anything more here at the moment. When Reid makes his way back to the party, you are automatically returned to the Van Eltia. Reid again uses the Seyfert Key to guide him to the next Trial. This time, the light of the Key points straight up—to Inferia. As the party discusses ways to return to their homeland, Chat recommends searching for Aifread's Legacy. Chat says that when Aifread plundered the world, he pillaged as freely in Inferia as Celestia. Return to Chat's Hut, where she can do necessary research.

Aurora Wall

Use the Aurora Wall by pressing ●, ×, and ■ simultaneously when Reid's HP flashes. This Sacred Skill nullifies the actions of everyone, including any users of Craymel Artes. HP decreases during its use. Once you use the Aurora Wall, you can't use it again until your HP recovers above a certain level.

tip *After your conversation with Chat, return to the Seyfert Shrine to collect a Lens near the entrance. You find it in the first glass orb on the right.*

tip *On the way to Chat's Hut, pick up Max's Plasma Cannon from Tinnsia. Give the technician another 20,000 Gald. They get right to work on the next generation of personal assault weapons.*

Chat's Hut (106, 115)

tip *Chat's Hut is a little hard to find. It is southwest of Luishka but northeast of Jini. You'll find it on the southern tip of the same continent that is home to both Imen and Luishka.*

Chat shows you a very old monument to Aifread. Inscribed into the monument, an ancient unsolved riddle refers to a pair of numbers—204 and 98. Keele deduces that the numbers are geographical coordinates. Chat offers the GPS device, which automatically makes such geographical calculations. Return to the Van Eltia, and use the GPS device to find the coordinates.

note *The message on the monument reads: "204, 98. Solve the riddle of the numbers and the Bridge of Expedition shall appear."*

GPS

The GPS is a traveler's dream! With it, you can find virtually any location with no more information than the coordinates. From this point on, forget using maps when traveling, and use the GPS coordinates of each city, village, or dungeon.

Aifread's Cave (204, 98)

Cave Encounters

Dragon Tooth (#156)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
10,000	322	1,240	450	500	75	Fire, Volt, Shadow	Light	Shadow	Apple Gel (15%), Protect Ring (10%)

A Dragon Tooth is the latest incarnation of the Skeleton you battled so often. In addition to superior durability and attack strength, the Dragon Tooth can invoke Skeleton Strike to attack at a distance. Battle these undead monstrosities carefully, keeping your defenses ready for the inevitable counterattack.

Toriton (#191)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
8,500	322	1,020	400	480	0	Water	Volt	Water	Pine Gel (10%), Miracle Gel (5%)

Toritons are surprisingly easy to deal with if you take the proper precautions. Beware of this floating sea horse's lightning-quick close-combat attack. Although infrequent, it stuns your characters. At moderate range, a Toriton spits deadly bubble balls that can also severely injure and stun. Keep your guard up, and strike with low-TP combos and Sacred Skills to eliminate these beasts. Try to take advantage of a Toriton's *extreme* vulnerability to Volt-based attacks.

Lamia (#221)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
10,000	410	1,412	420	450	100	Water, Fire	Volt	Water	Life Bottle (12%), Bellebane (1%)

Lamias are the foot soldiers of Aifread's Cave, bearing the brunt of most attacks when battling alongside mixed allies. Although not especially dangerous, Lamias are well balanced and have strong close-combat attacks with their whip-like tails and special attacks such as Aqua Edge at longer ranges. Take advantage of a Lamia's two greatest weaknesses—its vulnerability against Volt-based attacks and its relatively poor mobility. Get behind a pack of Lamias, split their attention, and quickly dispatch them.

Seaspin (#183)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
7,500	433	1,220	380	410	0	Water	Fire, Volt	Water	Lemon Gel (10%), Tuna (25%)

For something that looks like an oversized trout, Seaspins are surprisingly difficult to defeat. They have one primary attack—rolling up in a ball and spinning toward your party. This attack comes from the air with no warning. To supplement that attack, the Seaspin can use a TP-draining special attack. Use upward slash attacks to bring these fearsome fish to the ground, then use high-damage, high-TP combos and Sacred Skills to dispatch them.

Cave Encounters con't.

Spirit (#204)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
7,200	220	865	400	320	0	Shadow	Light	—	Pine Gel (8%), Miracle Gel (5%)

These hovering green ghosts are more comic relief than any real threat. Although the giant mallets a Spirit pulls from behind its back can cause significant damage, the attacks come so infrequently and so predictably that they are often easy to avoid. Jump up and take these Spirits out with your best Light-based attack.

The GPS device leads you to a large island south of Tinnsia. As you enter the harbor, a burst of fire and light reveals a cave. Head inside and go north until you come to one of Aifread's most inventive creations—the Roulette Trap. Spin the roulette and slowly navigate the Trap, space by space.

tip *Don't miss the chest near the short pier where you enter Aifread's Cave. A Flame Sword is inside. Near the Flame Sword, a stack of crates contains a Lens.*

caution *When you receive a "treasure from Aifread," it is almost always a deadly Fake.*

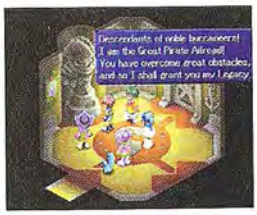
tip *If you encounter a Time Bomb, hold down ● while pressing the direction buttons to sprint away.*

note *Pitfalls spit you out at the beginning of the Roulette Trap.*

Roulette Trap

Aifread wasn't exactly paddling with both oars, and this puzzle proves it. You must traverse over 40 "spaces," each with its own perils. Some spaces contain Fire traps, others nightmarish monsters, and even others the deadly Fake. At best, hope to find nothing on a particular space.

Spin the roulette wheel by pressing ✕ to begin your spin, then pressing it again to end the spin. The wheel allows you to progress a random number of spaces, from one to six. When you've progressed that number of spaces, you suffer whatever affliction the last space has for you. Repeat this dangerous process until you successfully navigate the Roulette Trap. Don't expect to get through on your first attempt.


Descendants of noble bucaneers!
I am the Great Pirate Aifread!
You have overcome great obstacles,
and so I shall grant you my Legacy.

When you complete the Roulette Trap, the party comes to an ornate statue of the great pirate Aifread. Investigate the statue to hear a message from the long-dead pirate, and progress to a room to the east, where you find a mock-up of the dock in Aifread's Hut. Chat operates the machinery that gives the Van Eltia a complete refit. Hop aboard the new and improved ship to see all the goodies Aifread's "Legacy" brings with it.

tip *Before heading through the door to the east, check out the anchor on the wall in the southeast corner. You find a Lens there. Grab it now, or you won't get a chance to later.*

Van Eltia (Refitted)

Chat is so overcome with joy over the upgrades to her ship that she runs from the Viewing Deck into the ship's belly. She finds four streamlined submarines called Aifish, used to search the ocean floor. The statue on the front of the ship tells you that you may find the Bridge of Expedition, a way back to Inferia, on the sea floor.

tip *The wooden barrel near the center of the Viewing Deck contains a Lens.*

Aifish Submarine

Boarding

Access the submarines from the Travel menu while on the Van Eltia, or board them directly from the Submarine Bay.

Submarine Controls

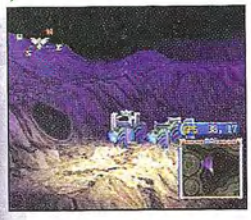
×: Speed up.
●: Slow down.
←,→: Turn left, right.
↑,↓: Ascend or descend.
■: Return to the Van Eltia.

Upgrading the Van Eltia

Now that you have an improved ship, you also have room for upgrades from the Ship Chandler. You can convert two cabins. Although *hideously* expensive, the upgrades provide you with an onboard inn or item shop. The prices for initial upgrades are as follows:

Empty Cabin (Campsite): 170,000 Gald
Shop (Items): 300,000 Gald
Inn: 900,000 Gald

Jini Tunnels (37, 15)



Investigate the mysteries of the deep with your new submarines. Look for circular or rectangular discolorations on the seafloor. The only access point for the city of Jini is at coordinates (37, 15). Pass through the tunnel to reach this hidden city. Investigate the tiny metropolis, making sure to collect the ten Jini coins near the dock.

Jini (65, 151)

The only shop open during the day is the inn. Rest and wait for the city to come alive as the sun goes down. Your first destination should be the Jini Casino and Exchange. Your Gald is useless until you've exchanged it for Jini currency. Be careful though—you can't trade back Jini for Gald, so don't convert any more than you absolutely need.

After you finish at the Casino, head to the item shop east of the inn. Resupply your party, then turn your attention to a purple-haired fellow beside the cashier's stand. He offers to sell you a product for the bargain price of 10,000 Gald. Purchase this mystery item to receive the Celesea Map of the ocean floors. Head back to the submarines, and return to the high seas.

tip *Jini is a treasure trove of Lenses. Find a Lens in the slot machines directly across from the reception desk in the Casino and Exchange. The heater in the northern corner of the Dance Hall holds a Lens. In the Auction Hall, check out the table in the right corner for another Lens.*

Wonder Chef

In the Jini Casino and Exchange, find a brightly colored slot machine in the northern corner—it's Wonder Chef in disguise. The culinary master teaches you how to prepare Hot Pot, made with an Egg, Konia, Radish, and Red Satay. Hot Pot restores 10 percent of ally TP and temporarily increases your Attack Rating.

Wonder Chef, Part Two

In the bookstore, near the eastern corner of the building, find Wonder Chef disguised as a plant. On today's menu is Hot Curry, made with Tusk Meat, Carrots, a Potato, Rice, and Red Satay. Hot Curry restores 60 percent of ally HP and 40 percent of ally TP.

Shadow Cave (4, 12)

Shadow Cave Encounters

In addition to the new creatures you face, you must also overcome an old nemesis—Dragon Tooth. Most creatures in the Shadow Cave are extremely vulnerable to Light-based attacks. Use Excalibur or the Saint Halberd to great effect.

Mega Death (#141)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
9,600	458	1,450	420	460	80	Shadow	Fire, Light	Shadow	Purple Satay (4%), Bellebane (3%)

Mega Death is one of the most deadly non-boss monsters you face. In addition to Mega Death's extraordinary mobility and ability to teleport, this horror also possesses excellent fighting skills and an impressive array of special attacks. In close combat, a single swipe of its scythe causes up to 400 points of damage. It's Dark Force special ability incapacitates one character and can severely injure your entire party as it explodes with annihilating dark energies.

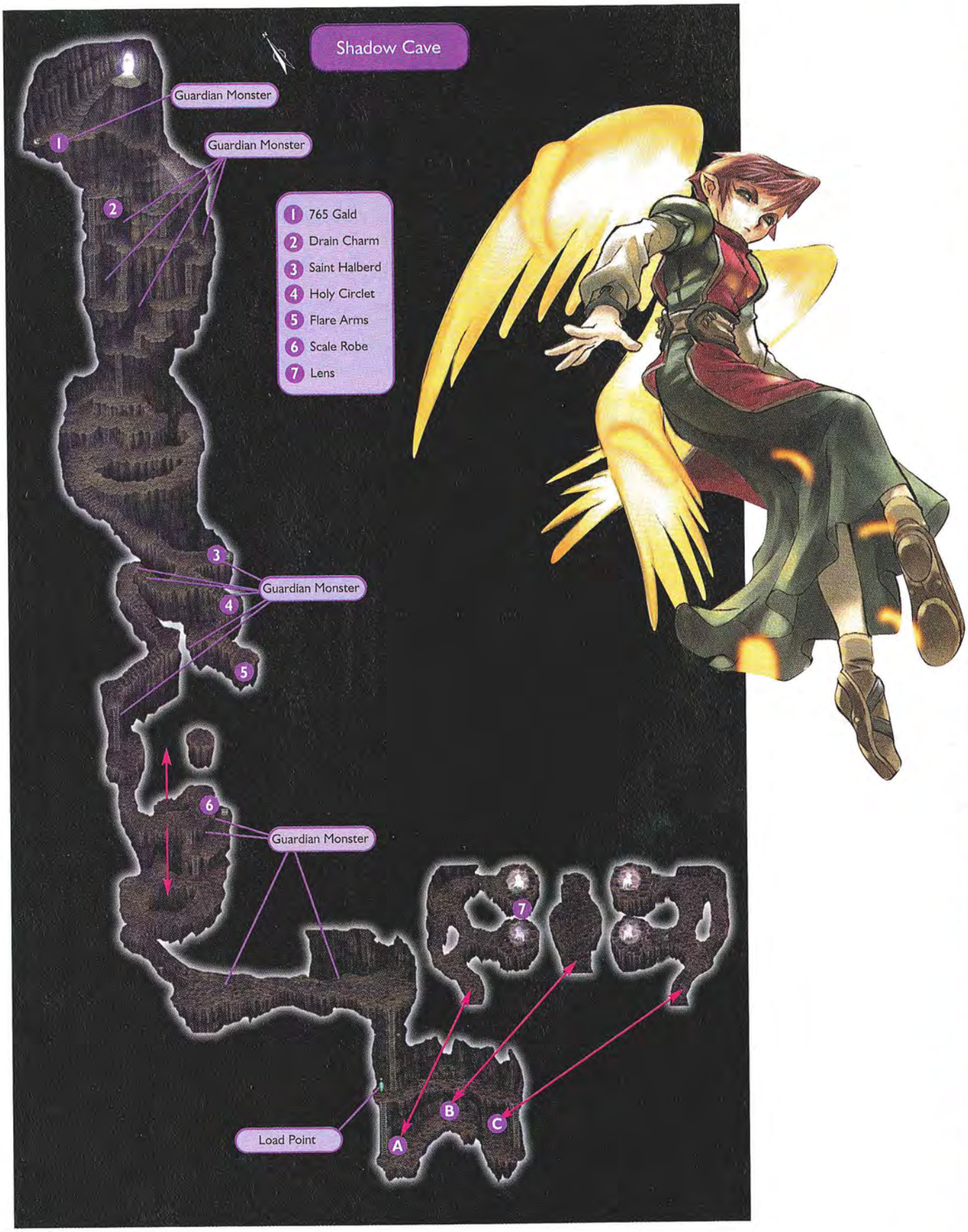
Most of Mega Death's attacks have no counter save an extraordinary offense. Target a Mega Death in exclusion of other opponents, knock it out of the air, and hammer it quickly with a Neo Swarm or Mega Sonic Thrust attack. If you are using a character other than Reid, use a high-TP, high-damage combo to finish this dark reaper early.

Dark Disaster (#159)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
7,500	264	950	280	600	70	Ice, Shadow	Light	Ice	Lemon Gel (10%), Dark Bottle (3%)

Dark Disasters are a genuine threat to the party in two ways. The first is their potent close-combat abilities. When battling these creatures in close range, fight conservatively, always ready to raise your shield. If you are careless, Dark Disasters will injure your character or worse, pick them up and throw them.

The second and more deadly attack is the Freeze Lancer special ability, which pelts the entire party with razor-sharp ice shards. Hammer a Dark Disaster every time you see it chanting, or run behind these beasts and split their attention.


Shadow Cave
Guardian Monster
Guardian Monster
1 765 Gald
2 Drain Charm
3 Saint Halberd
4 Holy Circlet
5 Flare Arms
6 Scale Robe
7 Lens
Guardian Monster
Guardian Monster
Load Point
A
B
C

Shadow Cave Encounters con't.

Cuttlebone (#166)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
8,500	386	1,111	330	480	0	ICE	—	—	LEMON GEL (10%), PINE GEL (8%)

Cuttlebones share many characteristics of Hunchbacks. They are slow moving, but quick in their ranged attacks. Their most potent attack is the head butt, which hammers your characters with a series of rapid blows. To prevent such an attack, keep defenses high, and raise your shield after each attack. Keep combos short, and use plenty of high-damage, high-TP strikes to quickly dispatch Cuttlebones.

Hunger Blood (#145)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
8,200	386	1,110	350	440	0	EARTH	—	—	LEMON GEL (10%), TUSK MEAT (25%)

The Hunger Blood's powerful laser beam attack damages every member of the party. When facing small groups of these creatures, they often stagger their attacks so one laser beam almost always fires on you. Raise your shield to defend against most of the blow, then rush past them to make them turn to face you. This should give your party a chance to regroup and counterattack.

Fire Flyer (#105)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
5,500	264	850	280	410	83	WIND, SHADOW	LIGHT	—	FLARE BOTTLE (10%)

Fire Flyers are like many of the Flyers, except for one important quality—they have a ranged attack. Although the range of this attack is limited, it does allow them to pepper the party with moderately powerful attacks while remaining out of close-combat range.

Assign a combat character such as Reid, Farah, or Max to pursue these flying terrors exclusively. Although Fire Flyers are relatively durable, they won't stand a chance against that concentrated fire.

Grave Keeper (#227)

HP	EXP	GALD	ATTACK	DEFENSE	INT	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
9,000	410	1,299	380	500	50	EARTH, SHADOW	WATER, ELEMENTAL	—	LEMON GEL (10%), MIRACLE GEL (3%)

Chances are you haven't faced anything like Grave Keepers thus far. These crawling skeletons possess long gangly arms that reach out with surprising range and a potent Aqua Edge special attack. Battle these creatures carefully, keeping defenses ready. Spend your TP on some of your most potent combos to eliminate this dangerous creature quickly.

Metallicore (#149)

HP	EXP	GALD	ATTACK	DEFENSE	INT	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
4,600	537	1,911	340	400	80	FIRE, SHADOW	WATER, LIGHT	—	LEMON GEL (12%), PINE GEL (6%)

Metallicores are much like Voltics, but they have a much more devastating attack. In addition to the normal collision attacks that most flying creatures implement, a Metallicore can suddenly radiate energy around its body, catching two or even three characters in the blast. These explosions of energy come quickly and are nearly impossible to defend against. If a small group of Metallicores presses your party into a corner, this flashing ability almost certainly means death for your allies.

Your best tactic is an all-out attack. Assign *at least* one character to target a Metallicore exclusively. With the exception of Mega Death, eliminate Metallicores in exclusion of all other enemies in the Shadow Caves. Hammer them with upward slash or punch attacks, then obliterate these creatures with a quick combo when they are on the ground.

With the Celesea Map in hand, search out the next addition to your collection of Greater Craymels. Head to the Shadow Cave to seek out and ally with the governing Craymel of Celestia—Shadow. The cavern to Shadow's lair is just below the surface of the water and easy to miss. Head inside, saving at the load point near the entrance. Make sure your party is at full strength.

Inside the Shadow Cave, a series of descending ramps lead to a rock outcropping and landings. Use the ramp to the south to begin your descent. Guardian monsters float by you at key points along the trail, and will move toward you if you move too close. When they make contact with you, combat ensues. Battle your way south, down a series of land ramps, until you come to some rope ladders.

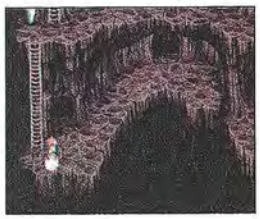
tip *Before heading down to the Shadow Cave, enlist the assistance of Chat. Otherwise, she isn't a member of the party when you're in the dungeon.*

note *Guardian monsters reappear as soon as you leave a particular area.*

tip *The guardian monsters can only attack if they come in contact with you, and they are surprisingly easy to beat. Engage every single monster in this dungeon to build your experience.*

tip *The guardian monsters you encounter consist of one Mega Death accompanied by either a trio of Dark Disasters or Dragon Tooths.*

After beginning your descent, you come to several rock landings connected by a series of rope ladders. Many of these landings contain guardians, who move toward you as you climb down the ladders. Continue your descent, battling with those guardians that are unavoidable.



You eventually reach a long land bridge with a trio of caves beneath it. Head through the mouth of cavern A first, where you find a pair of landings to the east. On each is an especially nasty monster harnessed in a glowing orb. Make contact with each group to engage the monsters. Make sure the party is well healed and fully revived before engaging the first glowing sphere.

Each of the spheres contains the same formidable collection of Mega Deaths, Metallicores, and Dragon Tooths. It is a difficult battle, as your opponents are hyper aggressive. Metallicores are particularly troublesome in conjunction with the durable Dragon Tooth. Have Farah or Max exclusively target Metallicores, while Reid uses Excalibur or the Saint Halberd to carve up the Mega Deaths and Dragon Tooths. Use your most potent special attacks to carve up your opponents quickly. The longer the battle lasts, the greater the chances of being decimated by these deadly enemies.

tip *The northernmost of the glowing spheres in cavern A contains a Lens. Engage the sphere once to collect the Lens, then again to initiate combat with the creatures.*

After you defeat the monsters in the glowing spheres of cavern A, exit the cave and travel back to the land bridge. Cross it, descend into cavern C, and repeat the process with the pair of spheres there. After you defeat the monsters, head to cavern B and face the governing Craymel of Celestia—Shadow. The battle is brutal, but with your skill and experience you should emerge victorious. After you defeat Shadow, the Greater Craymel agrees to join your cause. With Shadow in the Craymel Cage, go back to the Aifish and return to the surface.

Battling Shadow

Shadow (#73)

HP	EXP	GALD	ATK	DEF	INT	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
100,324	32,768	0	460	400	62	WATER, WIND, FIRE, EARTH, ICE, VOLT, SHADOW	LIGHT	SHADOW	FORCE RING (100%), RUNE BOTTLE (100%)

Shadow has a devastating close-combat attack—his least powerful attack looks similar to a Thunderblade.

Empty Doll (#101)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
60,000	0	0	200	400	0	—	—	SHADOW	—

You face Shadow and a pair of his mindless minions—the axe-wielding Empty Dolls. The Dolls are little more than high HP speed bumps that regenerate almost all the damage you inflict at 3,000 HP every few moments. Ignore them, and concentrate exclusively on Shadow. Set every member in your party to either "Attack Strong Enemy" or "Prevent Magic Attack" to concentrate their efforts on Shadow. Attack Shadow from two directions—the Greater Craymel can't focus his attacks both backward and forward at the same time.

Shadow's attacks are varied and vast. His Dash Counter move takes the steam out of any charge you make toward him. Offensively, Shadow Thrust allows Shadow to glide through the party, severely injuring and incapacitating you. There is no defense to this attack other than to split your party so Shadow can only slam half at a time.

Don't give Shadow a moment's peace; hammer it relentlessly with your best combos and special attacks. If you give Shadow the opportunity to chant and prepare, the Craymel may unleash its most devastating weapon—Summon Demon, which inflicts horrific damage to any character that gets caught in the spell. Again, your only defense is to split the party and ruthlessly pursing Shadow. If you use your best combos and attack from two directions while ignoring the Empty Dolls, Shadow will fall.

Ocean Floor

To unlock the Bridge of Expedition, you must diligently search the ocean floor for five secret caverns, each of which contains a Silver Cage, which is a powerful Craymel Cage. After collecting all five Cages, activate the Bridge of Expedition to reveal the way back to Inferia. Comb the sea floor, looking for circular patches of discoloration. Ordinarily, finding every Hideout can take a long time, but the coordinates of each are listed here.

Hideout 1 (56, 112)

Hideout 1 contains the first Silver Cage and a magical sword imbedded in sea rock. You can't draw the sword yet—leave it for now, and move deeper into the undersea caverns to find the Silver Cage in a chest. Return to the Aifish, and head toward Hideout 2.

note *The magical sword is the Summon Destiny weapon used by Meredy. You can only collect it after defeating the Valkyrie later in the game. By doing so, you'll receive the Invisible Key that frees the sword from the bedrock.*

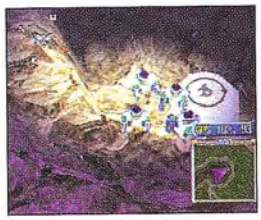
Hideouts

There are five Hideouts in all. You must collect the Silver Cage in each. The location of the remaining four Hideouts is as follows:

Hideout 2: (153, 164)
Hideout 3: (167, 112)
Hideout 4: (228, 42)
Hideout 5: (3, 150)

tip *For an interesting treat, head to coordinates (167, 81) to discover a message etched into the sea floor.*

Aifread's Platform (98, 92)



After collecting all five Silver Cages, go to Aifread's Platform, which is hidden deep in the oceans. When you enter this hidden sanctuary, install the Silver Cages into the wall sockets scattered around the building's north side. After installing all five, hop back into the Aifish, and return to the surface.

Bridge of Expedition (Celestia) (99, 92)

After surfacing, you find a circularsection of the ocean glowing nearby. Head toward it to enter a newly revealed relay point. Press ■ to transport back to Inferia.

Bridge of Expedition (Inferia) (99,92)

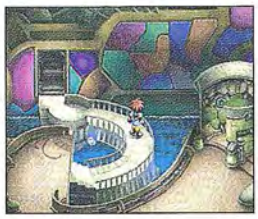
The party slowly wakes on the Control Bridge of the Van Eltia. Having successfully returned, the crew rushes to the ship's deck and uses the Seyfert Key to guide them to the next Trial of Seyfert. The direction indicated by the Key is pointing toward open ocean. Return to the Control Bridge, and follow the direction indicated by the Key—northeast.

Seyfert Garden (169, 18)

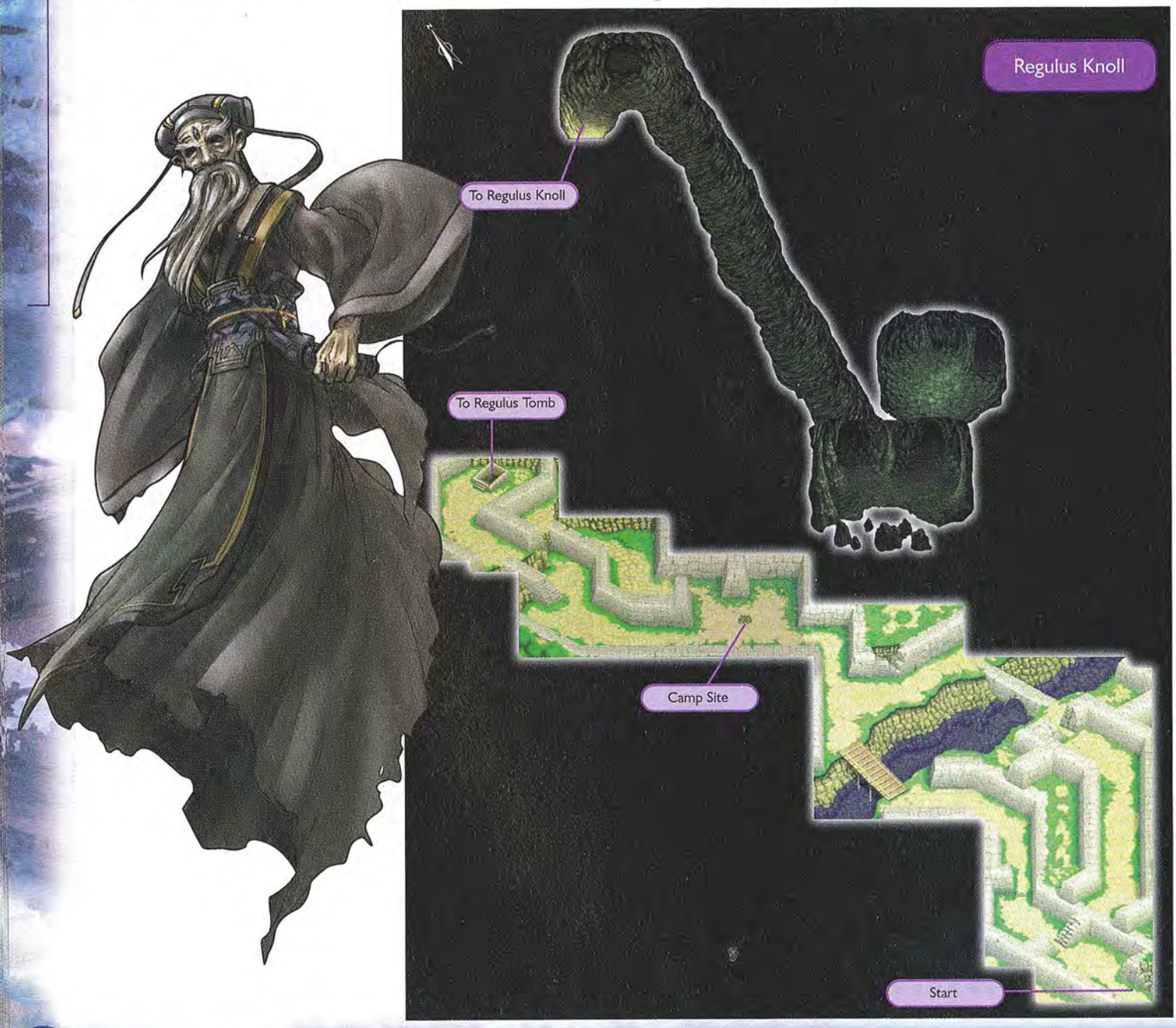
Check the Seyfert Key frequently as you journey. Eventually, you reach the indicated point. Hop into the Aifish, and descend into the ocean's depths to discover Seyfert Garden, a beautiful dome on the sea floor. Enter the elaborate building, twisting and turning until you reach the special gateway that only Reid can enter. As Reid undergoes the latest Trial, Keele and Meredy investigate the rest of the building in search of something helpful.

After Reid enters the Trial Room, the same messenger he met in the Seyfert Shrine greets him. After explaining the nature of the Trials and the power of the Aurora Artes, the messenger disappears. Use the newly-revealed load point in the corner, then enter the central dais to begin.

Reid is transported into the past, when he and Keele were children in Rasheans Village. Only this time, Reid *is* Keele. Descend from Keele's bedroom, and talk to your parents. They rake Keele over the coals for his childish ways for a few minutes before little Reid comes calling for his friend. He challenges Keele to join him at Regulus Knoll, where Farah already waits, and Keele quickly agrees. Head south through the town to meet Reid at the village entrance.



Regulus Knoll (Past)



When you meet Farah at Regulus Knoll, she tells you what she plans—a stone collecting contest beyond the locked gates. Farah stole her father's key to the gate protecting the village from the dangerous hill. Reid rushes in to begin the quest, with Keele following closely.

caution

Be very careful in the Knoll. Creatures such as Evil Needles, Arrow Tails, and Night Raids roam the Knoll. No matter what you meet, run! Rush to the edge of the screen, and escape as soon as you can.

Regulus Knoll is a series of thick stone walls that form a labyrinth of open-air passages. Head north until you reach a bridge. Cross it, continuing north until you run into Reid at a campsite. Rest here, because you were probably already injured walking. After you catch your breath, head east, taking the lower passage. Continue west, ascending a stone staircase. Move deeper into the Knoll, where a staircase leads into the Regulus Tomb.

Regulus Tomb is a dark, dangerous place of winding shale caverns. Follow the only passage available as it winds south and west. You find Reid digging in the side of the cave. Reid and Keele search together for shiny rocks. Just as the pair are about to return to the surface, Farah's father storms into the cave. He orders the two youngsters back to the village immediately, warning them of how dangerous the Tomb is. After the two tikes head home, Farah's father continues deeper into the cavern to make sure all is well—only to meet a gruesome fate.

Seyfert Garden (169, 18)

When Reid returns to Seyfert Garden, the messenger grants him a new Aurora Arte—the Aurora Sword. Head back to the entrance to the Trial Room, and meet up with Farah. When she joins you, return to the Projection Room, where Keele has made some progress.

note

Activate the Aurora Sword by pressing × repeatedly while damaging the enemy with Aurora Wall. Although the Aurora Sword is a powerful skill, HP decreases during its use.

Watch the cut scene explaining more about the history of Seyfert and his nemesis Neried. It reveals that Shizel isn't trying to destroy the world, but seeking to restore it to the immaterial spirit world it was before Seyfert created the world you know. Despite the new perspective, the party pledges to continue their fight and defend the world in which they were raised. After the party finishes their conversation, return to the Aifish, and travel back to the surface.

Inferia Palace (187, 120)

You return to find the Van Eltia surrounded by Inferian Warships. The party is quickly rushed ashore and into the Inferian Palace to face the King, who promptly accuses you of being Celestian conspirators, and once again sentences you to death. He also personally blames you for the death of Rassius, the senior Inferian Knight. Your heroes are escorted to the dungeon under heavy guard, with a promise of execution at first light.

As the party sits in the dungeon, Princess Arende pays you a visit. She implores you to tell her of Rassius's final moments, as well as anything else you know about the senior Knight. After hearing the amazing story, Arende decides to give you back your weapons and set you free. She believes everything you said about your adventures and the danger facing Eternia. She temporarily joins your party and escorts you from the palace.

tip

Reid has sufficient experience to win the City Championships at the Inferia City Arena. Because you can't use items, use healing talismans such as the Holy Symbol or Heal Bracelet. Arm yourself with weapons such as Excalibur that heal as you use them. Finally, equip yourself with a Poison Charm to protect against TP-draining attacks.

Port of Inferia (181, 108)

Port Encounters

Inferian Guard (#19)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,000	200	300	280	400	100	—	—	—	Steel Sword (100%)

The Inferian Guard is a lone sentinel against your party. He falls without the slightest bit of trouble. If the party so much as gets a stubbed toe while combating this poor soul, you're doing something wrong.

Bridge of Expedition (99, 91)

Rush to the Van Eltia, and get yourself into open water. Reid again uses the Seyfert Key, revealing the location for the final Trial—the Orbus Barrier. Return to the Bridge of Expedition, and choose the Orbus Barrier.

Orbus Relay Point (49, 45)

Inside the Orbus relay point, head to the Inversion Dome. From there, turn and travel to the Celestia Port by turning the Inversion Dome 180 degrees and propelling the Van Eltia toward the Port. From there, head to the simmering surface of the Orbus Barrier, where you find the Seyfert Observatory to the west. Use the Seyfert Key to confirm that this is the location of the final Trial of Seyfert.

Seyfert Observatory (21, 44)

The Seyfert Observatory is an enormous facility that uses Light Craymels to appear invisible to surface observation. Enter the Observatory and find the elevator. Head to the Observation Deck to set Keele to work, then travel down to the Trial Room to face the final challenge. Save your game before heading through the gate.

Luishka (Past)

Enemy Encounters

Birial Guard (#229)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
5,000	0	0	145	160	100	—	—	—	—

Birial Guards are easy to defeat. Hit them first and continue to pace attacks in a steady rhythm. Shizel can only attack very slowly. Shizel posesses a variety of special attacks—Sparkle Wave, Grave, and the Prism Sword. Use them to soften up the Birial Guards when the battle begins. However, after the guards have moved closer to Shizel, the casting time for these special abilities is too long for them to be used effectively. Instead, switch to her other weapon—her staff.

Once in combat range, your only hope is an all-out offense. *Immediately* rush toward them, striking the first with your staff. Follow up with one blow after another, never giving them a chance to recover.

Shizel regenerates 150 points of HP every eight seconds, so her life is never really in danger. The real challenge isn't defeating the Guard, but preventing Meredy from being injured. After about 30 seconds of combat, Meredy foolishly stumbles toward the enemy, getting ahead of Shizel and directly under a Guard's blade. Never give the Birial Guards a chance to harm her. Continue your assault until every one of them is dead.

Reid again meets the messenger of Seyfert in preparation for the final, most dangerous challenge. As Reid steps into the light, his spirit is cast into the childhood of another of his friends—Meredy. Meredy's mother, Shizel, rudely wakes her. She and Balir were betrayed by their former ally Birial. Balir decides to act as a decoy, sacrificing himself so Shizel and Meredy can escape. Shizel is told to search out Hyades in a nearby village. As a tremendous explosion rocks their home, Balir draws his sword and rushes toward the invaders, giving Shizel and Meredy a chance to escape.

You control Shizel as Meredy joins her. Rush downstairs, through the living room and out the front door. Immediately, Birial Guards engage Shizel in hand-to-hand combat. Attack them with your staff, pushing them back as quickly as possible. Meredy foolishly moves into the line of fire. Your only hope of saving her is to eliminate the guards before they harm her. Shizel will undoubtedly take damage, but she periodically heals 5 percent of her HP.

With the front exit blocked, climb up the stairs to Meredy's room. Rush to the window to climb outside. Traverse a precarious ledge east, where you can climb up the roof into a service duct. You emerge in an upper room of the house, only to face more Birial Guards. Dispatch them the same way as the last group. Again, the real challenge is eliminating the troops before Meredy stumbles into the combat. After the troops fall, rush to a com panel on the east side of the room to send a message to Galenos.

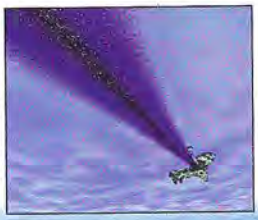
After the message is sent, move west to a new chamber and new set of guards. Defeat them, then turn your attention to the large glass enclosure in the north corner. Inside is an escape route. Head to a control panel to the left of the enclosure to open a small hatch. Use the hatch to escape into the sewers, where you face another group of guards. Defeat them, then climb up an exit ladder to the west.

Shizel emerges on the edge of town. Follow the only available path east, turning south when the road splits. If you do so, Shizel only has to combat one additional group of Birial Guards. Afterward, you meet Hyades. In a savage betrayal, Hyades turns Shizel and Meredy over to Birial. They are taken back to their home, where Balir soon joins them. With machine guns firing, Balir is cut down, as is Shizel a moment later. With her last breath, Shizel somehow taps the dark energies of the Aurora Artes, annihilating Birial and all his men.

With a flash of light, Reid returns to the Trial Room. The messenger declares him worthy of receiving the final Aurora Arte—the Aurora Wave. You cannot use it under normal circumstances, but it is the only Sacred Skill that neutralizes the Dark Aurora. After you finish, leave the Trial Room and head back to the Observation Deck.

note *Perform the Aurora Wave by holding down ×, ●, and ■ when the enemy unleashes the Dark Aurora.*

Keele figured out the complex machinery in the center of the Observation Deck. Use the Seyfert Key to access the control module. A huge hole is burned in the Seyfert Ring, allowing the party to reach the Dark Matter at the Ring's center. Return to the Van Eltia, and steer the ship into the gaps in the Seyfert Ring. Then sit back and watch one of the most impressive cutscenes of the game.



FROM THE ASHES

The Van Eltia rushes headlong toward the Dark Matter, Craymel Cannon blazing. From the surface of Celestia, Galenos and Shileska add the power of the ground-based Craymel Cannon to the desperate assault. With a hideous explosion, the Dark Matter erupts, sending massive ripples through the Orbus Barrier. The Van Eltia is caught up in the furious storm and is flipped under a cresting wave.

Rasheans Village (Dream)

Reid finds himself as a child, standing in the center of the smoldering ruin of Rasheans. Travel through the burning timbers and shattered tiles until you find Farah weeping on her knees near the village entrance. She is inconsolable; blaming herself for the death and destruction that came of the journey to Regulus Knoll. As Reid desperately tries to comfort her, the scene of the village slowly fades to black.

Shileska Hideout

Reid awakens in the Infirmary of Shileska Hideout on Celestia. Farah, who has been sitting at Reid's bedside, tells him how Shileska rescued your party, even going so far as to repair the damage to the Van Eltia. Join Farah, then go to Max's office, reassembling your party in the process. You've made little more than small talk with Max when a Shileska scout rushes into his office and announces an emergency. The Inferian Army overran the Craymel Cannon set up at Balir's Castle, and Ayla was taken hostage. The party is re-formed for the rescue mission, with Galenos in tow to deliver a message from Ras.

tip

Before leaving the Shileska Hideout, talk to the technician on the north side of the Craymel Cannon lab, who allows you to purchase a new weapon. To purchase a new weapon for Max, give the researcher 20,000 gald at a time. Here is a list of weapons that you can purchase:

Plasma Cannon	
Weapon R&D	*40,000 gald*
Event Period	*After clearing Balir Castle*
Grand Magnum	
Weapon R&D	*80,000 gald*
Event Period	*After clearing Aifread's Hideout*
Impulse Cannon	
Weapon R&D	*160,000 gald*
Event Period	*After clearing Seyfert Garden*
Photon Ray	
Weapon R&D	*320,000 gald*
Event Period	*After clearing Regulus Knoll*
Mega Launcher	
Weapon R&D	*640,000 gald to 1,280,000 gald*
Event Period	*After arrival at Shizel Castle*
	Only 640,000 gald investment necessary if after the Shizel Castle arrival event

Balir's Castle

Return to the Van Eltia, then head northeast to Balir's Castle. From the docks, head east until you overlook the old Shileska base camp. To the north, is a section of collapsed wall. Head through the breach to reach the location of the Craymel Cannon—and dozens of slain Inferian troops. Hyades, horribly deformed and evil, is the one who took Ayla hostage and inflicted such heavy losses on the Inferian Army. Make sure your party is at full strength, then rush up the ladders of the Craymel Cannon to end his reign of evil.

Battling Hyades (#233)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
128,000	30,000	0	380	800	73	All	—	Shadow	—

This "new and improved" Hyades is a walking death machine. He is the fiercest an opponent you have ever faced (with the notable exception of Shizel). Hyades possesses an ungodly amount of HP, and resistances to every form of enhanced attack. He also has an incredible array of offensive attacks. Because of his resistances and ability to inflict heavy damage, leave either Meredy or Keele behind and use Max instead. Make sure the Craymel Mage you take with you has the Water Craymel necessary for Heal and Cyclone attacks.

The most difficult attacks you face are Ground Shake, Thuderblade, and the vicious Earth Shaker. Ground Shake invokes an enormous Shadow hand that rips up from the ground and throttles a character. Ground Shake can also weaken a character, quickly draining TP. You've faced Thuderblade before. This attack inflicts horrific damage and works both in front and behind Hyades. The final and most deadly attack is Earth Shaker, which tears the earth, sending razor-sharp shards rocketing into your entire party. Earth Shaker alone can wipe out most of your party in a single strike.

Your only defense against Hyades is a strong offense. Set Farah or Max on *Prevent Magic Attack* in hopes of breaking Hyades' concentration when he tries to use potent spells like Earth Shaker. Ground Shake requires almost no concentration for him to use, making it impossible to defend against. Don't use any weapon with an elemental advantage (Fire, Ice, Wind, etc.). Instead, use an unenchanted quality weapon like the Dragger Lance or Saint Halberd to bypass his defenses.

Another useful tactic is to split your party, with one half attacking from each side. This way, Hyades can only focus his special attacks on two party members at a time. Finally, spare no TP. Use your most potent combos, as fast and as furiously as you can. Hyades' ability to weaken your characters negates any benefit of saving your TP for the end of the battle. Attack relentlessly, heal or revive any fallen party members immediately, and split your party to defeat this most difficult of foes.

Shileska Hideout

Your party's victory over Hyades leaves Roen unsure and confused over your motives. When Galenos arrives and delivers the last message of Rassius, Roen decides to listen to you. Back at Shileska Hideout, a formal alliance is crafted between the forces of Inferia and Celestia to defend Eternia from Shizel. Chancellor Zosimos of Inferia teams with Galenos to work on a revolutionary new weapon—the Fringe Cannon. To create such a weapon, you must use a special Lens to "Fringe." The Lens is constructed from the rare Ribavius Ore.

After you outline the plan for the Fringe Cannon, reassemble the party, including Max, and move toward the exit of the Shileska Hideout. As you enter the upper meeting room, Farah tells you that she knows where to find Ribavius Ore—on Inferia, near Rasheans Village. Head back to the Van Eltia and go to the Bridge of Expedition (99, 91) to return to Inferia.

tip

Before leaving Tinnsia, head up to the Gnome statue on the north side of the city to find a rare Pink Miacis. When Max attempts to capture it, he is shocked by electricity and learns a new skill—Aqua Spiral. This can only occur after visiting the Shadow Cave at least once.

Skills for Max

There are a variety of skills open to Max, all found in the pursuit of the Pink Miacis. The following section chronicles what Max must do to learn more advanced skills.

Air Blade

After visiting the Seyfert Shrine, head to Peruti Port and look for a rare Pink Miacis. The quirky animal zaps Max with a bolt of electricity, teaching him this new skill.

Rage Laser

After visiting the Seyfert Observatory for the first time, head to Cape Fortress, the place where you first landed on Celestia using the Bridge of Light. Max has another run-in with the elusive Pink Miacis, teaching him this new skill.

Dark Laser

After visiting Regulus Tomb, go to Luishka near the mountain of debris. Max reminisces about his past and again finds the wily Pink Miacis. Another zap, and Max learns a new skill.

Elemental Master

After you convert the Van Eltia for the third time and receive the Chancellor, visit the Jini Auction at night to meet that surly Pink Miacis.

When you return to Inferia, travel west toward Rasheans. Unfortunately, the area around Rasheans is fraught with cliffs, making landing the Van Eltia impossible. Instead, head down the east side of the continent and up the Rasheans River. Land the Van Eltia on the bank of the river when you reach a waterfall, and use the Aerialboard to complete your journey.

note

The rockslide that blocked the road between Rasheans and Mintche is cleared.

Regulus Knoll (17, 118)

Regulus Knoll Encounters

Duelist (#125)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
12,000	566	2,500	800	600	96	Fire, Volt	—	—	Lemon Gel (10%), Lavender (1%)

Duelists travel alone—thankfully! With a single swing, these master swordsmen can inflict over 800 points of damage. They use their weapons to block your attacks, severely stunting the damage you can inflict upon them. Inflict full damage by attacking when their defenses are down or striking them from behind.

Duelists are best handled from a distance. Have your Craymel Mages or Max pepper them with long-range fire while Reid and Farah defend. Keep your shield up when fighting Duelists; they take any opportunity to skewer you with their swords.

Medusa (#72)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
9,500	657	2,320	380	410	80	Water, Fire	Ice, Volt	—	Panacea Bottle (18%), Reviverser (1%)

Medusas are the front line troops of Regulus Knoll. They possess formidable HP, powerful attack capabilities, and the speed of a cobra. The tail attack of a Medusa is particularly fearsome, able to bypass most of your defenses and juggle your character backwards with a rapid succession of deadly strikes. Medusas also possess an effective moderate-ranged weapon—the freeze attack. For this attack, the half-serpents spit a ball of blue energy that freezes any character it comes in contact with.

Battle Medusas conservatively, getting in a few quick strikes or a short combo before raising your defenses. Be especially wary of the freeze attack. If you get iced, have another character use a Panacea Bottle to thaw you before you take massive damage during the thawing process.

Flying Pulp (#226)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
6,900	458	1,307	300	460	100	Shadow	Light	—	Pine Gel (10%), Miracle Gel (3%)

These hovering monstrosities are essentially magical artillery, hiding behind more stalwart allies as they pepper your party with Aqua Edge and other magical attacks. Knock them to the ground quickly, then have Max finish them with a quick shot from his Grand Magnum. Don't give Flying Pulps a chance to use their magical abilities—hammer them relentlessly. Although they'll attempt a counter attack, the close-combat capabilities of the Flying Pulps are pathetic at best.

Caveman (#195)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
12,400	695	1,700	450	550	100	—	Fire	—	Orange Gel (20%), Life Bottle (20%)

The Caveman's greatest advantage is its impressive mobility. Cavemen can leap over your most battle-ready characters to bring the fight to the more vulnerable Craymel Mages. Target Cavemen before all other opponents to halt their ability to exploit your most delicate characters.

Jin (#43)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
11,000	625	1,950	400	500	50	Wind	Fire	Wind	Flare Bottle (22%),

Jins are little more than strangely floating arms, with very little in the way of a ranged attack. They move relatively slowly, recover even more slowly, and you can take them out with a few uses of Megasonic Thrust or other high-TP/high-damage combinations. Eliminate Jins quickly—if they corner you, they'll quickly pummel you into submission.

Regulus Knoll Encounters con't.

Beast Ogre (#128)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
12,000	625	1,600	800	600	68	FIRE, EARTH	—	—	LEMON GEL (15%), STAR MACE (10%)

Beast Ogres are the vicious cousins of the Trolls. Much like their relatives, Beast Ogres love to Body Press opponents. They jump all over the battlefield in an attempt to belly flop on top of one of your characters. If successful, this tactic causes serious damage and leaves your character lying dazed on the ground for a few seconds.

Take out Beast Ogres at range. It is extremely difficult to defend against the Body Press attack in close combat. If forced into hand-to-hand combat with a Beast Ogre, fight aggressively, using high-TP/high-damage combinations to eliminate them before they hurt you.

Red Pudding (#153)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
3,800	566	1,550	360	800	66	—	FIRE, ICE	—	LEMON GEL (20%), ORANGE GEL (15%)

Red Puddings inflict serious damage by hurling a series of red balls at you. Each ball that connects causes over 200 points of damage. Luckily, Red Puddings are rather fragile, collapsing under only a few seconds of brutal assault. Slash attacks are more effective than thrust attacks due to how low to the ground Puddings are.

Nightwing (#143)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
7,750	595	1,425	360	360	52	—	ICE	—	APPLE GEL (20%), ORANGE GEL (15%)

Nightwings are slow, butterfly-like creatures that hover at a moderate height. They attack from a short distance by unfurling their tongues and lashing out at your characters. Luckily, their attacks are relatively slow and infrequent. Despite their high HP count, Nightwings fall quickly to your party.

Regulus Knoll Encounters con't.

Buffalo (#198)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
9,900	625	1,800	515	620	100	EARTH, SHADOW	LIGHT	—	ORANGE GEL (25%)

Buffalos belong to the same family as the Falsea Horns you faced in Farlos. With an impressive HP count and an array of deadly special attacks, don't take Buffalos lightly. Their most dangerous special attack is the Longhorn Express. The Buffalo drops its head and rushes headlong through your party. Any character that is not defending is severely injured, stunned, then tossed high into the air. When fighting multiple Buffalos, a series of Longhorn Express attacks can leave your party decimated.

To defend against Buffalos, either keep your distance and attack at range, or keep your defenses ready when fighting in close combat. Take advantage of the Buffalo's extreme vulnerability to Light attacks, and utilize some of your more powerful combos to quickly whittle this beast down to size.

After you reach the Rasheans area, head directly to Regulus Knoll. Reid uses a lesson he learned from Max to smash the gate open with his fist. Go inside the Knoll, passing through the same stonework and open corridors that you encountered in the second Trial of Seyfert. In no time, you reach Regulus Tomb and the sparkling ore inside.

Regulus Tomb

Unfortunately, the ore you find in the first few chambers of the Tomb is very low grade. Your party searches deeper within the cavern for what you need. No sooner do you take your first step within the eerily glowing caverns than Undine rises from her Craymel Cage and warns of the dangers of using the Craymel Artes. Ribavius Ore amplifies or decreases the effects of Craymels, making the Craymel Artes dangerously unstable.

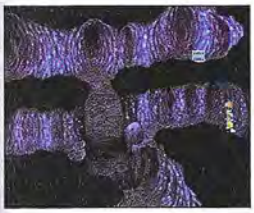
tip *Due to the unpredictability of the Craymel Artes, you need to rely more on characters like Max and Chat than on Meredy and Keele.*

note *The effects of Ribavius Ore can vary widely from room to room. If your party is surrounded by a pale red glow, your TP is being slowly drained. However, if you are surrounded by a pale blue glow, your TP is being restored. The draining/replenishing only occurs when your party is in motion.*

The party begins at a four-way intersection, with obvious caverns to the north and east, and an easy-to-miss cave to the south. Head east into a new series of subterranean chambers, following a long walkway until you reach a pair of caverns to the north. Move into the cavern on the right-hand side and follow it northward to a movable boulder. Push the boulder into the cavern below to fill a small fissure. Now continue north, following the corridor as it winds back and forth.

tip *Although not vital to completing the Regulus Tomb, we highly recommend that you investigate the caverns to the south. They contain useful items such as Mythril Mesh, a Mystic Symbol, and Craymel Crystals.*

note *By rolling the boulders into the fissures below, you create makeshift land bridges.*



The cavern ends at another movable boulder. Roll it into the grotto below. Now backtrack to the opening of this cavern. Take the left-hand cave, progressing northward over the makeshift land bridge you created with the fallen boulders. The path arcs west, eventually spitting you out onto a rocky outcropping that overlooks a chamber you already went through.

To the immediate west is another cavern entrance. Pass through it, and head north, and cross over one of the boulder-filled fissures. When the cavern splits east and west, take the western passage. Follow this winding cavern until you reach the great seal fashioned by Seyfert himself.

tip *Before you approach the gateway to the seal, make sure that your characters are at full strength. Your party is undoubtedly low on TP. Consider adjusting your party to allow Reid, Farah, Meredy, and Max to fight in the upcoming battle.*

Rem, the governing Craymel of Inferia, stops you at the seal, and tells you of the terrible evil beyond. Before you may pass, Rem demands that you show your conviction through strength. The battle will be fierce, but your party has the ability to win. When the Craymel falls, it decides that you have shown your determination and joins you. With Rem on your side, proceed into the gate of the seal.

Battling Rem (#120)

HP	EXP	GALD	ATKK	DEF	INT	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
100,000	40,960	0	500	700	125	WATER, WIND, FIRE, EARTH, ICE, VOLT, LIGHT	SHADOW	LIGHT	REFLECT RING (100%), RUNE BOTTLE (100%)

Rem is a formidable foe, but should be easier to beat than other opponents you have fought. Rem's greatest advantage lies in its superior mobility. The Craymel flies high above the battlefield, depriving your characters of their most potent special attacks and combinations. Further, Rem is protected by a glowing ball of annihilating light that you cannot dispel. Finally, Rem is resistant to most every elemental attack, except Shadow, making it exceedingly difficult to injure the Craymel.

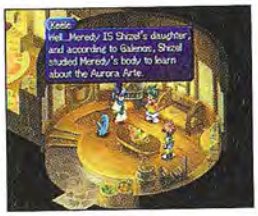
Rem is also impressive offensively. The Craymel also uses the glowing ball of light as a deadly weapon. Rem possesses a variety of Light-based special attacks, including the potent Prism Sword, Ray, and Shining Flare. Prism Sword rains deadly shards of light onto your party, inflicting significant damage. Ray is more direct, firing a blazing beam of death directly in front of Rem. Shining Flare is the most dangerous special attack you face in this battle. It raises a force field over a wide area, trapping any character in range. Next, a series of powerful flames rip through the trap, torching and severely injuring anyone caught inside. Rem uses this attack repeatedly in the last half of the battle.

To defeat the Craymel of Light, choose the proper characters. We recommend Reid and Farah as your front line troops, with Max and Meredy in the back. Set Meredy to Restore HP at level 4, effectively instructing her to heal any damage over 75 percent. Outfit Reid and Farah with Shadow-enhanced weapons such as Soul Eater, Dragon Vein, Ghost Shell, or any more powerful items you may have found.

When attacking Rem, keep your party spread out. Most of Rem's special attacks do moderate damage over a very wide area. Spreading out also limits the damage that Rem's floating ball of light can do. Bring Rem to the ground where you can use some of your most potent combos. It is doubly important to keep the Craymel on the ground when Max is about to fire his Grand Magnum—a single shot can easily inflict 2,500+ points of damage.

Once inside the seal, Keele finds shards of pure Ribavius Crystal. As he collects it, darkness forms around Meredy, and strange words pour from her mouth. Rem rises from his resting place in the Craymel Cage and attempts to dispel the darkness, but even Rem is unable to fully protect Meredy. She urges your party to leave the Tomb immediately.

Rasheans Village


Keele
Well...Meredy IS Shizel's daughter, and according to Galenos, Shizel studied Meredy's body to learn about the Aurora Arte.

Meredy is taken back to Rasheans Village, where she rests in Farah's room. As Meredy recovers, the party discusses what happened. Keele concludes that Meredy may have the same ability to wield the Dark Aurora as her mother, Shizel. However, this ability makes her vulnerable to possession by Nereid, the lord of destruction. They decide to keep this information from Meredy. After the party heals and rests, return to Galenos.

Banrea

Speak with the Elder to learn of a cure-all medicine called Banrea that would help his bad back. Banrea requires three ingredients; talk to the townspeople of Rasheans to discover what the ingredients are for and where you can find them.

- **Firewood Bugs**: Found in Nostos Cave. Firewood Bugs gather in the warmth from the embers of a fire and other warm places
- **Goat Horns**: *Falsea Horns*, wild goats found at the sacred mountain of Farlos
- **Dried Peels**: Soak 15 Kirima fruits in the Craymel Hot Springs to slip off of the skins

After you find all three ingredients, head back to Rasheans and speak with Reid's stable hand to have him brew it.

tip *If you follow a trail leading west from Rasheans Village near Reid's house, you reach the Rasheans Forest. Return to Meredy's crash site. On the backside of the leftmost piece of wreckage, you find a Lens.*

Balir's Castle

Head to the Van Eltia, parked along the back of the Rasheans River. Now go to the Bridge of Expedition (99, 91), return to Celestia, and head to Balir's Castle. The courtyard of the castle is filled with dozens of Inferian and Celestian engineers constructing the Fringe Cannon. Galenos is overjoyed that you found the final component for the Fringe Cannon and sets Ayla to work on the Fringe Lens. Galenos asks your party to take him to visit the Orbus Barrier so that he might perform some last minute calculations. With Galenos in tow, head back to the Van Eltia and return to the Orbus Barrier.

Last Fencer

Before leaving the Fringe Cannon construction site, talk briefly with Zosimos. He shares with you a discovery that the Ribavius Ore could be fashioned into a sword of incredible power. After learning this, head to Imen to speak with Sagura. Zosimos is already there, consulting the master weaponsmith on the design and content of the sword.

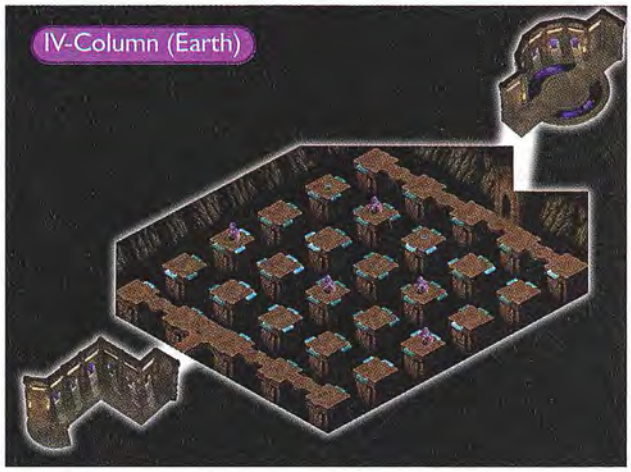
Leave Imen for now, reentering and leaving five times before returning to Sagura's shop. The sword, called the Last Fencer, is now ready for you. The Last Fencer represents the ultimate combination of Celestian and Inferian technology, and is the most powerful non-elemental weapon in the game. You will need its strength in upcoming battles.

While in Imen, speak with Bonz near the shattered remnant of the Craymel-driven pump to receive the Technical Ring.

note *You can go by Tinnsia and make the final payments for Max's new weapon before heading to the Orbus Relay Station. You may need to make several 20,000-Gald donations to receive the weapon. While in town, you can also upgrade the* Van Eltia *with the Warp Station for 1,800,000 Gald.*

Once inside the Orbus Relay Station, travel to the Orbus Surface, then onward to the Seyfert Observatory. Galenos makes his calculations in the observatory along with Keele and Meredy as the rest of the party tests the capabilities of the Van Eltia on the Orbus Barrier. Meanwhile, construction on the Fringe Cannon continues on schedule. Several cutscenes highlight preparations for the impending battle before the party reassembles on the bridge of Van Eltia. When everything is ready, the Fringe Cannon fires, destroying the Dark Matter and revealing Shizel Castle.

Shizel Castle (III, II)



Castle Encounters

Deadly Insect (#215)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
12,000	825	2,200	480	420	0	Earth	Ice	—	Panacea Bottle (10%), Miracle Gel (6%)

Deadly Insects are relatively low to the ground, making them easy to miss with your more potent thrusting attacks. Use swing attacks instead to increase the chance of hitting. When battling Deadly Insects, keep your defenses ready. Their spiked claws have a surprisingly long range, and can inflict significant damage. Other than that, they are rather simple to eliminate whether they're alone or en masse.

Fire Warrior (#102)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
13,400	722	2,600	440	450	77	Fire	Water, Ice	Fire	Chaos Shield (12%), Red Satay (15%)

Fire Warriors are well balanced opponents, capable in both close combat and long range. In hand-to-hand combat, Fire Warriors use their long, flaming swords to cleave your characters in two. At longer range, a Fire Warrior launches a series of fire bolts for moderate damage, or a single massive ball of flame for more serious damage. Defend against all of the Fire Warrior's long-range attacks by raising a shield or bracelet.

Termigun (#131)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
13,400	756	2,500	520	470	50	Water	Ice	—	Lemon Gel (20%), Pine Gel (13%)

Despite the Termiguns' enormous size, they are relatively easy to eliminate. Attack quickly with Demon Hammer, Swallow Fist, or Neosonic Swarm. Continue to press, never giving the Termigun a chance to counterattack. Luckily, Termiguns are slow to recover from your hits, giving you plenty of time to carve them into bite-sized portions.

Castle Encounters con't.

Swampthing (#185)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
11,200	695	2,440	480	500	0	Earth, Shadow	Wind, Light	Earth	Lemon Gel (10%), Pine Gel (3%)

These behemoths move and act much like Madmen. In close combat, they attack with tentacles that whip across your party for moderate to severe damage. This whipping attack stuns your characters, making them more susceptible to injury and unconsciousness later. Attack these slow-moving creatures from afar. Max's long-range special attacks seem designed to destroy creatures like this. Two or three shots usually eliminate these creatures.

Impulse (#99)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
6,000	386	1,870	300	380	83	Wind, Shadow	Light	—	Lemon Gel (10%), Rune Bottle (5%)

Impulses hover at various altitudes and attack in two ways. First, they rush toward your party, leading with their sharp beaks. Second, they split down the middle and firing a deadly long-ranged laser.

Both attack types bypass your defenses rather easily. Your best strategy for defeating the Impulse is to have a strong offense, and to load up on slash attacks and spiraling special attacks such as Spiral Attack and Demon Hammer. Knock the Impulse from the sky, then follow up with high-TP/high-damage strikes on the ground.

Bandersnatch (#172)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
12,000	722	2,120	420	550	0	Fire	Water, Ice	—	Tomato (20%), Miracle Gel (13%)

Bandersnatches attack with razor-sharp claws in close combat, and a series of glowing energy balls at moderate range. They lack innovative special attacks, instead relying on their impressive HP and powerful conventional attacks.

When battling the Bandersnatch, fight conservatively. It is very difficult to walk away unscathed. Split your party and attack from behind. Bandersnatch groups focus their ranged attacks in the same direction, offering you relative safety if you approach from behind.

Thunder Sword (#194)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
11,000	756	2,100	420	550	0	Volt	Water, Wind	Volt	Black Satay (15%), Dao Blade (1%)

Thunder Swords are more powerful, more agile versions of the Living Sword. In addition to the thrusting and slashing attacks of the Living Sword, the Thunder Sword has a highly effective spinning attack. The Thunderblade attack spins at high speeds and low altitude, breaking almost any combo you begin, and inflicting moderate wounds. When a small group of Thunder Swords perform this attack in staggered succession, they form an almost impenetrable wall.

The key to defeating these monsters is a combination of short- and long-ranged attacks. Charge them with battle-ready characters like Reid and Farah, knocking them to the ground and inflicting serious wounds. To overcome a Thunder Sword's spinning attacks, supplement the close-combat attack with Spread, Air Thrust, or any other Water or Wind-based Craymel Arte. This combination is more than enough to quickly dispatch even a large group of these opponents.

It takes only a few moments once your party sets foot inside Shizel Castle to realize that things here aren't normal. The castle isn't even made of normal matter, but is a nebulous fog given form by the imagination of Shizel. Head north to a pair of doors atop two winding staircases. The door to the left is locked for now, so pass through the door on the right. You encounter a long walkway that winds north. Follow the erratic trail as it winds east, passing under and over other paths along the way.

The trail terminates at a rock landing. A circular platform to the immediate south acts as an elevator. Hop aboard and go up. The elevator stops at a new landing, with a trail connecting you to the west. Follow the trail until you reach an enormous stone dais containing four chests. Loot the chests, then turn north. Continue north, passing over a pair of lower trails, until you reach a stone platform. In the center of the stone platform is the Dark Sphere, the first of two treasures you must collect to convert the Van Eltia to its most advanced form.

note

The four chests contain:

Demon Seal *Luck Bag* *Mumbane* *Mythril Mesh*

You need the Light Sphere to complete the conversion. The converted Van Eltia will eventually grant you access to a powerful weapon—the Summon Destiny weapon. Before you leave to find the Light Sphere, you must make one more stop. Head back down the path you came from, using the elevator to return to the lower level. Step off of the elevator, then back on, this time going down.

Follow the trail connected to the lowest landing. It winds south, then west beneath two other trails before eventually ending at a new elevator. Use this western elevator to descend to a lower landing. This very bottom landing is connected to an enormous flight of stairs descending to the south. Follow them until you reach a huge cave covered in roots and moss.

Head inside to meet a creature you've never encountered before—a Supreme Craymel. Supreme Craymels are more powerful than even the Greater Craymels. The Supreme Craymel that resides here is Sekundes, the governing Craymel of Time. Sekundes recognizes your party's need for help, and decides to join you without a fight. With Sekundes in a Craymel Cage, leave the cavern and climb back up the stairs. Use the elevator to ascend only one level. Now head west until you meet a trail that forks north and south. Take the southern path, and exit through the locked door near the entrance to Shizel Castle. The left-hand door now opens whenever you approach it. Exit the Castle and return to the Van Eltia.

note

Should you ever wish to battle Sekundes, return to this room to battle the most powerful Craymel of all.

Tomb of Aifread (88, 64)

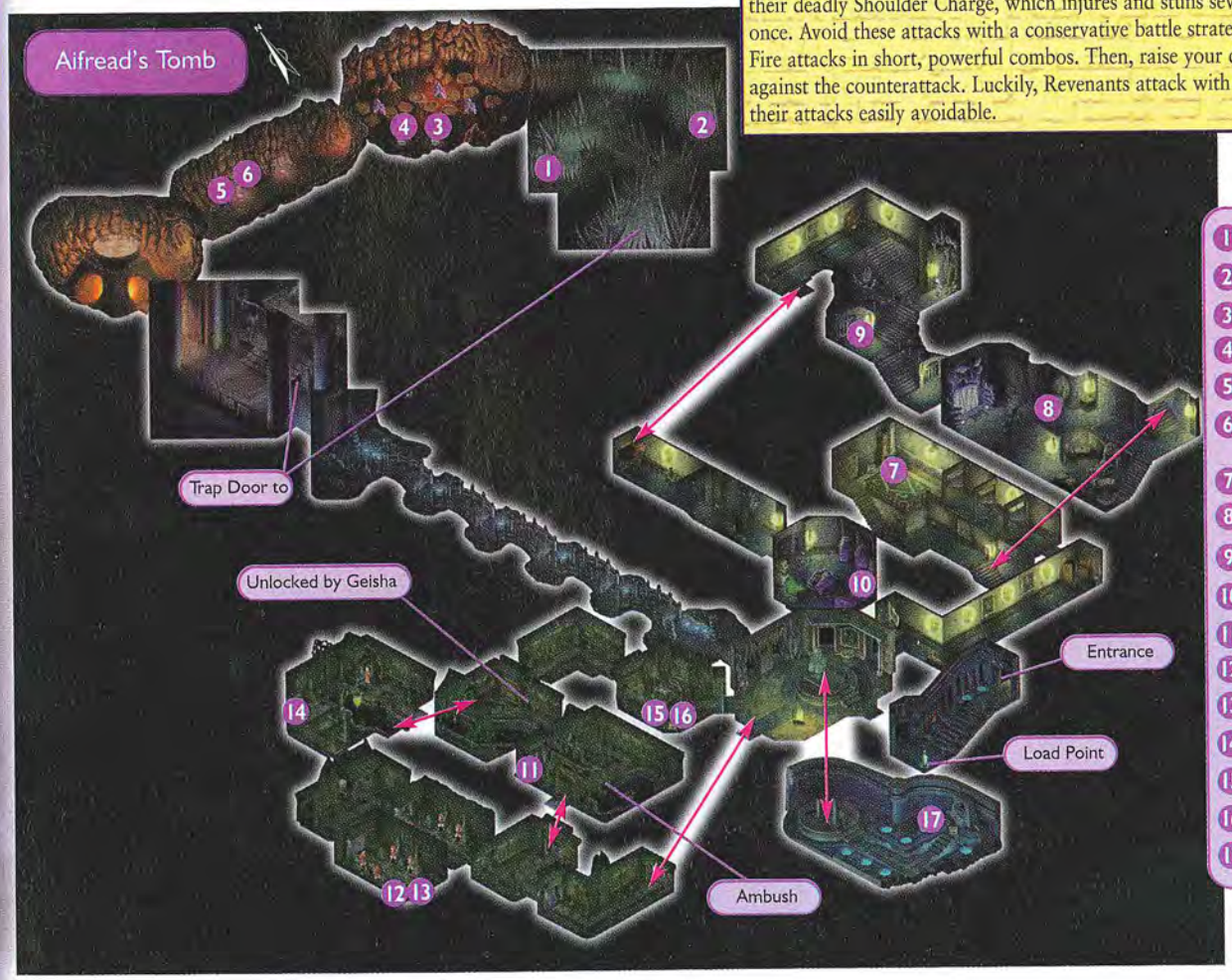
Tomb Encounters

In addition to the new enemies that you'll face, you will also encounter some old favorites such as Medusas, Metallicores, and Mega Deaths.

Revenant (#201)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
11,500	510	1,650	400	500	0	Water, Wind, Ice, Shadow	Fire, Light	Shadow	Pine Gel (10%), Miracle Gel (3%)

Revenants inflict horrific damage with both their standard punch attack and their deadly Shoulder Charge, which injures and stuns several characters at once. Avoid these attacks with a conservative battle strategy. Utilize Light or Fire attacks in short, powerful combos. Then, raise your defenses to protect against the counterattack. Luckily, Revenants attack with regularity, making their attacks easily avoidable.



Tomb Encounters con't.

Spirillum (#176)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
12,000	484	1,430	380	450	0	SHADOW	FIRE	—	LEMON GEL (10%), PINE GEL (3%)

Spirillums are easily dispatched despite their high HP and impressive array of special attacks. If left alone, they hurt your party with powerful bite attacks or by releasing poison fungus in your direction. To avoid this, pursue them relentlessly. Spirillums are slow-moving and slow to recover, allowing you to outmaneuver them, then hammer them with a long series of your best combos. Max is particularly adept at making mushroom flambé out of Spirillum using his Burning Force special attack.

Fungus (#177)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
6,660	58	222	300	360	67	SHADOW	FIRE	—	LIFE BOTTLE (10%)

The Fungus often accompanies Spirillum as a tiny mushroom foot soldier. They are as slow-moving and slow to recover as Spirillum, but they don't have the Spirillum's impressive HP. Attack using the same tactics used for Spirillum.

Storm Claw (#89)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
7,800	233	940	350	470	115	WATER, WIND, VOLT	FIRE, LIGHT	—	EGG (35%), LEMON GEL (10%)

Storm Claws are surprisingly resilient birds that hover high above the battlefield before swooping down to injure your party. Luckily, they reveal their intent by glowing red just before beginning a dive bomb run. Knock them to the ground and keep them there to dispatch them.

Super Star (#189)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
12,000	484	1,232	420	600	72	WATER, FIRE	VOLT	WATER	PINE GEL (10%), REVERSE DOLL (10%)

For such a tiny creature, the Super Star is an incredible brawler. With punches, kicks, and powerful special attacks such as Enigma Dance, don't underestimate the Super Star. Battle conservatively and cautiously, keeping your defenses ready for the inevitable counterattack. Try to eliminate Super Stars at range with spells like Lighting and Indignation to injure or kill entire groups at once.

Horse Knight (#103)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
12,500	510	1,550	480	350	0	SHADOW	LIGHT	—	RUNE BOTTLE (15%), ORDER SHIELD (8%)

Horse Knights are extremely mobile, capable of closing great distances in a few seconds. They take advantage of this great mobility with a charge attack through the center of your party. With lance drawn, a Horse Knight can injure, stun, and kill several members of your party at once.

Hammer these Knights with high-TP/high-damage combos, or attack from behind. Horse Knights can only charge in one direction at a time, so split your party.

Bullfrog (#164)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
8,400	158	760	360	398	58	WATER, FIRE	VOLT	WATER	CUCUMBER (25%), PINE GEL (8%)

Bullfrogs are fond of the Body Press attack used by Trolls and Beast Ogres. These wily amphibians fixate on a single target at a time, hurling their bloated bodies with reckless abandon. They also posses a surprisingly effective Swarm attack that can quickly cut your party down to size.

Battle aggressively against Bullfrogs, since they recover slowly from your attacks. Take advantage of their extreme vulnerability to Volt attacks by wielding a Voltic Sword or by hammering them with Lightning or Indignation at range.

Tomb Encounters con't.

Poison Toad (#154)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
4,320	94	260	190	295	49	—	—	WATER	LEMON GEL (8%), PINE GEL (5%)

Although Poison Toads may look like little more than miniature Bullfrogs, don't underestimate them. They are fast, difficult to hit, and can inflict significant damage in a very short time. Poison Toads also lack any particular vulnerability.

Use Max's Impulse Cannon to quickly blow them to kingdom come. Attacks like Neo Swarm are also effective at dispatching large groups of these tiny amphibians.

With the Dark Sphere in your possession, begin your quest for the Light Sphere, buried with Aifread in the Tomb of Aifread. Travel back up the Orbus Relay Station. Inside, head to the Conversion Dock and investigate the base of the statue there. You find a simple pair of coordinates—(88, 64). Return to the Van Eltia and use the Relay Station to return to Inferia. Now use your GPS device to lead you to the coordinates you found in the Conversion Dock. You find a small gravesite on a large crescent-shaped island near the Bridge of Expedition.

Even in death, Aifread's eccentricity comes through. Eclectic rooms, brash decorating, and strange statues dominate the entryway. There are paths in the north, east, and west. Although more passages appear available, hockey mask toting oddballs scare you back when you try to enter. Begin by heading north into the ice-covered passage.

Follow a long series of wooden bridges until you come to a large set of double doors. After passing through them, everything looks normal—at first. Time your movements to avoid the needles, and slowly press northward. If you are stuck by the needles, every member of your party takes light damage.

tip *Find a Mythril Bracelet in a chest to the south. It's worth the trip.*

A giant pool of lava greets you in the next chamber. The good news is that a series of stepping stones cross the chamber from east to west. The bad news—the stepping stones quickly sink into the lava. Furthermore, they are protected by guardian monsters that move rapidly toward your party as you approach. If you advance quickly across the stepping stones, you only have to face a single batch of monsters on the west side of the chamber.

tip *Each guardian monster band includes a pair of Seaspins and a pair of Super Stars.*

caution *If you wait too long on a sinking stepping stone, you descend into the lava, taking moderate damage and being poisoned in the process.*

The party now encounters a long hall with three statues in the north wall. These statues offer everything from combat tips to expensive goods and services. After paying for what you need, continue west to enter a chamber that contains an enormous caldron. The path you need to take is straight through the center of the flames that heat the cauldron. Use several shots from your Freeze Ring to douse the flames, then head south into the ornate chamber where you first fell down the trap door. Investigate the statue to the northeast on the dais to receive Aifread's Hat, then head south across the now disarmed trap door to return to the main entrance room.

Now head east to enter a hall decorated with peeling wall paper and old paintings. At the end of the hallway, a doorway grants you access to a new chamber in the house of horrors. Guillotines raise and slam down in rapid succession. Time your movements to pass beneath the blades as they rise to avoid damage to your entire party. Move to the railing in front of a staircase descending eastward. The railing automatically retracts as you approach. Follow the lower passage to a new set of stairs.

caution *The chest on the upper landing is a Fake. Don't approach it.*

In the chamber below, you find a staircase leading southward. At the bottom of the steps is a guardian who rushes toward your party and demands that you leave. Use your Freeze Ring to stop him in his tracks. The effects are only temporary, so hurry to the large funhouse carving to the north. The carving demands a "the blood of a pretty girl." In the Formation menu, change your player character to Meredy or Farah, then pass through the teeth of the carving and into a new chamber.

There's a long, winding staircase in the next chamber. A skeleton throws black powder bombs down the steps. Time your ascent of the steps to coincide with gaps in the line of rolling bombs to avoid explosive damage. When you reach the top of the steps, travel west to enter a long hallway.

At the end of the hall is Aifread's crypt. Aifread's bones are in a coffin in the center of the chamber. Strip the carcass of its clothing to receive Aifread's Clothing. Don't miss Losagna's Dress in a chest to the east. Head through the doorway to the south to emerge back into the main entrance room of Aifread's Tomb.

Your final, and most perilous journey within the Tomb is through the eastern passage of the main entranceway. There's a long hallway with an oriental flair. Follow the hall until it empties into a larger chamber where the path splits. Take the eastern passage to enter an ornately decorated garden.

tip *Although not vital to the completion of the Tomb, the northern passage is brimming with rare and valuable items. But be warned—you pay dearly for them. A pair of passages guarded by swordsmen slashes your party to pieces, reducing every member to less than one hit point. Use your Freeze Ring to stop such attacks or cook to restore your HP after you clear these rooms. The items you find include a Mythril Bracelet, the Star Shield, and a valuable Red Savory.*

The next chamber looks like a sanctuary, but don't let it fool you. As you try to cross the wooden bridge to the west, a trio of Bullfrogs and a pair of Medusas ambush you. Battle through this surprise attack, then wind north and through the next chamber.

tip *Find a Lens in a wooden box to the left of the entrance to the tranquil garden.*

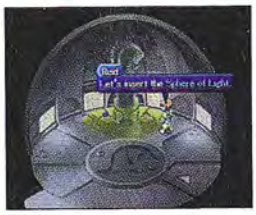
Continuing north, your party reaches a quiet shrine tucked into the corner of the chamber. Standing beside the shrine is a mannequin of a beautiful geisha. Push and pull the mannequin until it stands on a small wooden platform adjacent to the waters to the immediate east. The mannequin's head suddenly springs forward, triggering a switch and opening a nearby door. Leave the mannequin where it stands, and head south into another chamber.

An easy-to-miss door in the east wall of the chamber is now open. Pass through it and follow the trail south to find a small box near a wooden shrine. Inside the box is Aifread's Beard—the final piece of the demented pirate's puzzle. With the Beard in hand, head out the passage to the east, and return to the main entrance room of the Tomb.

tip *In a chest to the south is the Captain's Hat—a new upgrade for Chat.*

Now that you have Aifread's Clothes, Hat, and Beard, move to the center of the room and stand before the bust of the dead pirate. Place the items on the bust. When everything is in place, the bust slides back, revealing a secret passage. Head inside to retrieve the treasure of Aifread's Tomb—the Light Sphere.

Orbus Relay Station



With the Dark Sphere from Shizel Castle and the Light Sphere you just found in Aifread's Tomb, return to the Bridge of Expedition and the Orbus Relay Station. When given the choice, head to the Conversion Dock. Place the Dark Sphere in the left side of the base of the statue, and the Light Sphere in the right side. With both Spheres in place, the Conversion Dock automatically upgrades the Van Eltia to its third and final form.

note *For more detailed information on all three conversions of the Van Eltia, please refer to the "Extras" section.*

tip *Funds permitting, we highly recommend that you add an inn to one of the empty rooms in the Van Eltia. Find one for the bargain basement price of 300,000 Gald at Inferia Port.*

Van Eltia: Third Conversion

The additions to the Van Eltia during its third conversion are extensive. An additional two cabins are added, bringing the total number of special rooms to four. However, the most important upgrade is the new Flight Deck. Inside are the Aibird Aeroplanes.

Aibird Controls

× to accelerate
● to decelerate
←,→ to turn
↑,↓ to control altitude
■ to land when you come to a stop above flat land
■ to return to the Van Eltia when you come to a stop above the ocean

The Aibird allows you to fly up and over previously impassable terrain. You can now access Jini directly, and discover a variety of secret areas. More importantly, you can now reach the Glimmer Spire.

The Aibirds are the preferred method of travel throughout Inferia and Celestia. Use the Aibird to fly near any place you wish to go, then simply press ■ while over open ocean to bring the Van Eltia to you.

Glimmer Spire (107, 22)

The third conversion of the Van Eltia is complete, travel to the Flight Deck. Keele inspects this amazing new technology. Talk to him to learn of an island to the south of Morle that you may want to investigate. Take your new Aibird Aeroplane out for a spin and discover the Glimmer Spire nestled in a mountain range. Land on an open, flat plain on the west side of the Spire.

Level 1

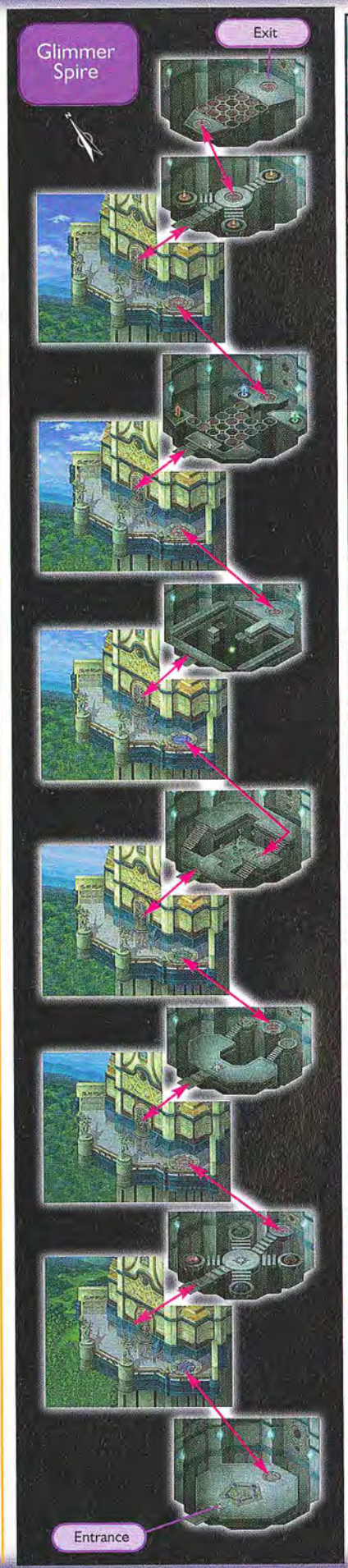
The Spire is locked and seemingly deserted. However, as you approach the main doors, they open automatically. Head inside to find a pentagon in the center of the floor. At each of the points of the pentagon is a large bulb. Step on the bulbs to activate them, moving as indicated in the diagram. If you follow the pattern *exactly*, all of the globes light up and activate the nearby teleporter. If you make a mistake in the sequence (which is very easy to do), exit the Spire to reset the puzzle.

Level 2

The teleporter transports you to an upper balcony of the Spire. Reid moves toward the door leading into the Spire, but a voice tells him to go back. Assuming it is just his imagination, he ignores the voice and heads inside. You find a room of different-colored floating orbs. As you stand in the center of the chamber, a message instructs you on how to proceed.

The orbs begin to glow in a specific order. Note the pattern (it changes every time you enter the room). After the sequence is complete, you are given a chance to mimic it. Move from orb to orb, activating them in the proper sequence to activate the teleporter to the west.

room clue *Shining light. One who spins the locus will be shown the path to the heavens.*



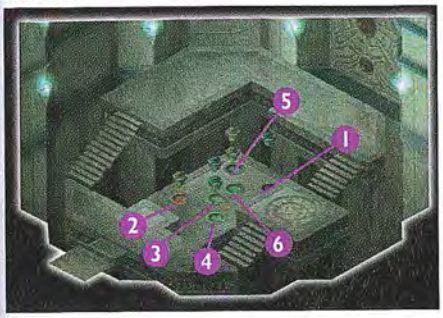
Level 3

The teleporter transports you to a higher balcony on the Glimmer Spire. Enter the building through a nearby door to get a look at your next challenge. Two staircases bordering this room's teleporter lead to pair of platforms. Air currents come out of a pair of vents on the chamber's east side. Use your Freeze Ring to seal the vents shut, then turn your attention to the northern platform and the teleporter itself—there are torches set into them.

Use the Sorcerer's Ring to light the torches and complete the puzzle. Now move to a hexagon near the center of the chamber, and move the directional buttons toward the teleporter. A set of stairs appears, granting you access to the teleporter.

room clue *The light lingers in the heavens. Flames point the way to heaven. For those whose time has come. The wind prevents the fire.*

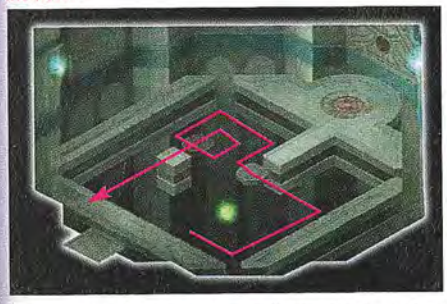
Level 4



After you use the transporter, move inside from the balcony to face the next puzzle. A series of glowing crystals hover above the floor of the chamber. Move from crystal to crystal in the pattern laid out above, shooting each with the Sorcerer's Ring. The teleporter activates when you shoot the crystals in the proper order.

tip *Be very careful as you line up each shot. The positions of the hovering crystals can be deceptive. Use the glowing disks on the floor to help you line up correctly.*

Level 5



The next chamber is a vast open chasm with three glowing orbs floating in the middle. On the near side of the chamber is a hovering tile—on the far side, a ghost-like image of the same tile. Move the hovering tile so that the ghost tile mirrors its movements and passes through all three glowing orbs. The diagram shows the most direct path through this puzzle. After you've extinguished all three glowing orbs, travel to the teleporter to be transported to the next level.

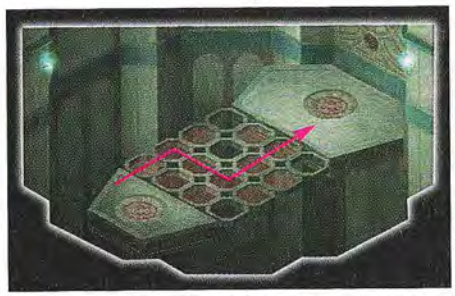
note *The most difficult part of this puzzle lies in maneuvering the hovering tile. The tile moves in directions you never intended, throwing off any pattern you are trying to follow.*

Level 6

This next chamber is filled with colored tiles. As you step onto set of tiles, another disappears, based on the color of the tile you just stepped on. There are red, blue, green, and yellow tiles. Use the tiles to get to each of the three colored rods in the corners of the room and activate them in order to activate the teleporter. Use the diagrams to guide you. Diagram A shows the path from your starting position to the red rod. Diagram B shows the path from the red rod to the green rod. Diagram C shows the path from the green rod to the blue rod and exit teleporter.

room clue *Red by blue, blue by green and green is led by red to change its form. When the light shines in colors, it points the path to the heavens.*

Level 7



In the next chamber, take the teleporter to an upper level with another series of colored disks. Depending on which disk you step onto, you can either progress or be transported back to the chamber below. Use the above diagram as a guide. The farthest transporter leads you to a meeting with the keeper of the tower.

You meet the mysterious keeper of the tower—and she's not happy to see you. The self-proclaimed Valkyrie resents your intrusion, but is intrigued by Reid's ability to hear her warning. She offers Reid a chance to fight her, and after a difficult battle she grants you the Invisible Key. With it, you can take the Summon Destiny weapon from Hideout 1 (56, 112) beneath the seas of Celestia.

note

There are rows of valuable chests behind Valkyrie. Open them to find the following items:

Beam Shield	17,595 Gald	Sage
Bellebane	19,125 Gald	Savory
Crystal Rod	Golden Armor	Snow Shard
Earth Shard	Jet Boots	Tuna Gel
Elixir	Lavender	Volt Shard
Fire Shard	Rune Bottle	Water Shard
		Wind Shard

tip

When battling Valkyrie, try not to use Elixirs or anything else you can't immediately replace. You need every one of these high-end medicines for your upcoming battle with Shizel.

Battling Valkyrie (#40)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
32,000	32,768	0	250	1,000	100	All	—	—	—

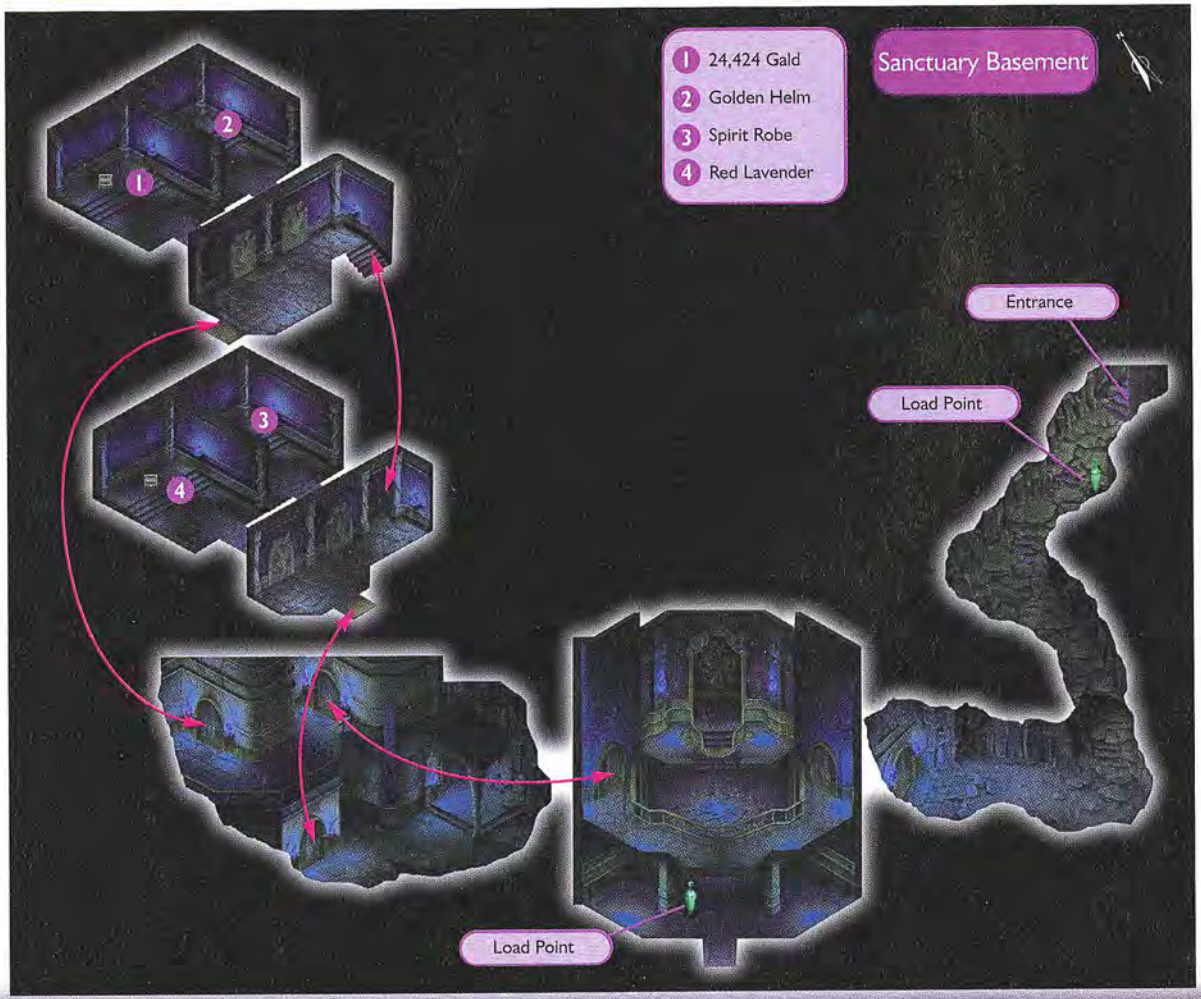
This is the first major battle you fight with only one character. Valkyrie is a frustrating opponent, whose blistering attacks give you little chance to respond or recover. In addition to a variety of low-level attacks such as Wind Blade and Fireball, Valkyrie has deadly unique attacks. The first of these is Valkyria Strike, a long series of slashes and jabs doing about 100 points of damage apiece. The next, and by far more dangerous, is Valkyria Protector. Used only in the latter half of battle, this attack hammers Reid with energy balls that come so fast that he can't defend or respond, so is simply thrown back.

Battling Valkyrie con't.

Use a conservative strategy against Valkyrie. First, arm yourself with Last Fencer, your most powerful non-elemental-enhanced weapon. Valkyrie has a resistance to all enhanced attack types. Second, make sure attacks such as Sonic Chaos are in your Special Attack shortcuts. Sonic Chaos and other ranged attacks are your best weapons against Valkyrie. She is much faster than you are, and can break any combos you throw at her. Use Sonic Chaos at moderate range to inflict light damage with the first shot, and extreme damage with the second (about four 250+ point hits).

Once you're ready, use hit and run tactics almost exclusively, hammer Valkyrie with a few quick shots, then run away. Don't get greedy! Valkyrie gets tougher the longer you hang around to fire off combos. Furthermore, don't get stuck in a corner. She likes to press you against the battlefield wall with Valkyria Protector or Valkyria Strike, then pummel you until you are unconscious. Finally, keep your HP high, always above 2,500. No matter how quick you think you are, Valkyrie eventually catches you in a chain of long combos that inflict serious damage. Prepare for the HP loss by keeping a large reserve.

Mt. Farlos Sanctuary



Temple Encounters

Stinger (#137)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
12,000	625	1,600	480	500	75	WATER, EARTH	FIRE	—	PANACEA BOTTLE (8%), LEMON GEL (15%)

If you get too close to Stingers, the seemingly chaotic mass of vines converges on your character to inflict significant damage. The Stingers' special attack is a much graver threat, however. These creatures send up slowly moving balls of spores that gently arc downward, inflicting 500+ points of damage to anyone they land on. Worse, these spore balls hover for several seconds, creating a serious hazard for any character attempting to jump.

Use low-to-the-ground thrusting attacks like Mega Sonic Thrust to inflict serious damage on these masses of vines. Ranged attack and Fire-based Craymel Artes are also highly effective. Avoid leaping attacks; you are just as likely to land on a spore ball as you are on an enemy.

Nocturnal Fly (#147)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
8,000	566	1,600	450	500	52	—	FIRE, ICE	—	LEMON GEL (15%), PINE GEL (8%)

Nocturnal Flies hover at a moderate height, attacking by unfurling their tongues. Although surprisingly sturdy, they are slow to attack and even slower to recover. Knock them to the ground for an easy kill.

Dinosaur (#251)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
18,800	722	2,100	520	540	100	FIRE, EARTH, VOLT	ICE	—	LIFE BOTTLE (15%), ELIXIR (1%)

Dinosaurs are just as threatening as they look. They have tremendous bite and kicking attacks, and initiate a Philogiston Flash (fire breath) to cause severe damage over a wide area. Dinosaurs are slow-moving and tend to stay at the rear ranks, where they can use their fiery breath to injure your advancing party.

Eliminate Dinosaurs at range with your best Ice attacks. Have Max start off with Air Blade before you move in with your close-combat characters to finish with a series of combo attacks.

Mechscorpion (#100)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
9,600	595	1,840	430	620	0	FIRE	ICE	—	PANACEA BOTTLE (13%)

Mechscorpions skitter toward your party at surprising speed, launching tiny black balls. These tiny mechanized creatures are very hard to target. Utilize area-affect, Ice-based Craymel Artes or slash-based combos to inflict the most damage.

Ladybug (#146)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
4,400	566	1,360	200	380	0	WATER	EARTH	—	PANACEA BOTTLE (15%), TOMATO (20%)

The Ladybug's greatest advantage is its tiny size. Even using slash attacks, they are very easy to miss. Don't underestimate these creatures, though. Ladybugs have razor-sharp tail spines. Use slash heavy combos and area-affect Earth-based Craymel Artes like Stalagmite to quickly eliminate these creatures.

Although the Summon Destiny weapon is potent, you still need more firepower if you are to beat Shizel. Your next stop in the Mt. Farlos Sanctuary. Speak with the High Priest of the Sanctuary, then proceed to the statue at the back of the Cathedral. Use the Seyfert Key to slide back the statue, revealing a secret staircase to the ancient temple.

Beyond the secret portal is a series of caverns. Follow the caverns south to an ornate stonework door. Pass through the door to reach the elevated walkway overlooking a foyer. There is no way off the walkway from where you are, so move west to a door on the far wall. You emerge on a balcony in an outer chamber. Continue west and enter a large set of double doors.

Enter a smaller chamber, with a staircase to the east and a pair of doors on the north wall. Collect the goodies beyond the doors, then descend the staircase into a chamber. Loot the two rooms there, then climb down the stairs to the east. You emerge at the base of the cavern you overlooked from the balcony. Head east to find the main door to the house, and enter the grand foyer at the ground level.

tip *Do some cooking to restore your HP and TP before approaching the large double doors. You can't cook after the battle begins.*

From the main entrance, travel north through the grand foyer, toward an enormous door on the north wall. As you approach, an elderly figure appears, hovering above the floor. He introduces himself as Maxwell, Supreme Craymel of the Elements. Keele implores Maxwell to aid them in their quest—with the usual result: a test. Prepare for one of the most difficult battles you have fought. After an excruciating fight, Maxwell agrees to join your cause. With the Supreme Craymel at your aid, return to the Van Eltia.

tip *Save at the load point at the beginning of the dungeon.*

Battling Maxwell (#55)

HP	EXP	GALD	ATTACK	DEFENSE	INTELLIGENCE	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
34,000	34,002	0	400	2,100	100	ELEMENTAL	—	ELEMENTAL	FAERIE RING (100%), OMNI WEAPON (100%), ELIXIR (100%)

Maxwell packs a deadly punch. He has a resistance to all elemental attack forms, plus he can teleport around the battlefield, making him extremely difficult to hit. Worse, Maxwell has a *devastating* array of special attacks. Finally, a glowing disk that utilizes the Tractor Beam special attack is always on the move, regardless of what Maxwell does. It's always easy to figure out where the Tractor Beam is about to fire—the glowing disk turns red about a second before the spell initiates.

Maxwell begins his attacks with the Tractor Beam, Stalagmite, and hand-to-hand attacks. The Tractor Beam throws any affected party member into the air for moderate damage, then pins them to the ground for three seconds. As the battle continues, Maxwell adds Indignation to his arsenal, inflicting significant damage to your entire party. Meteor Swarm soon follows, severely injuring or killing any character caught in its wide path. Maxwell's final and most deadly weapon is Maxwell Minimus—the nuclear warhead of special attacks. It inflicts at least 2,500 points of damage to every character on the screen.

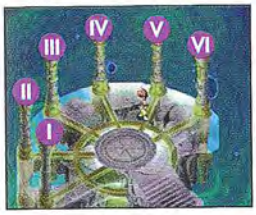
The ideal party consists of Reid, Max, Farah, and one Craymel Mage outfitted with Volt and Shadow. Arm your characters with non-elemental-enhanced weapons. Next, set all of your characters to *Prevent Magical Attack* and set their Attack Rating to 5 so your party attacks Maxwell even more aggressively. Finally, set Max's TP Attack to 1. Maxwell floats above the range of Max's Impulse Cannon, making most enhanced shots a waste of energy.

Battling Maxwell con't.

Hammer Maxwell *relentlessly*. He teleports away after every combo, so make your combos count. Use attacks like Omega Demon Chaos to nail Maxwell with eight consecutive hits. Demon Spiral Hammer is another particularly effective attack. These injure the Supreme Craymel and give your party time to heal and prepare their own special attacks. Have your Craymel Mage (Meredy or Keele) hit Maxwell with Dark Force as often as possible. Each shot does a minimum of 600 points of damage against the Supreme Craymel. If you are properly prepared, utilize the right weapons, and don't give Maxwell a chance to react, he should fall before you do.

Shizel Castle

With the Summon Destiny weapon in hand and Maxwell and Sekundes as allies, you are ready to battle Shizel. Stock up on the supplies, from Gels to Life and Panacea Bottles. Return to the Orbus Relay Station. On the Celestia side of the Orbus Barrier, you can reach Shizel Castle.



Enter Shizel Castle head to the door on the left, which is now unlocked. Follow the stone walkway until it ends at a teleportation rune carved in the floor. Use the rune to transport to a freestanding platform, which is unlike anything you have seen, with six ornately carved columns reaching to the sky. These columns are gateways to different parts of Shizel Castle. Beyond each column, you face a series of challenges before you can infuse the column with the power of a Greater Craymel. Camp at the base of the columns, then head through the first column to begin the challenge.

The first column transports you to a long hallway. Go down the hallway to enter an area of free-floating walkways and sliding tiles. Following diagram below, hop on tiles A through G in the pattern described in the sidebar. This allows you to unlock and access the door to the west. You'll find a circular chamber with a glowing Elementler standing guard. Defeat this fearsome opponent to pass into a chamber where you can infuse the Wind Craymel's energies into the first column. When you complete the challenge, you automatically transport back to the freestanding platform with six columns.

note *You don't have to access the columns in the order we describe here.*

Tile Puzzle

Tile Puzzle con't.

Hopping on the sliding tiles in this order will solve the puzzle in the least amount of time.

A, B, B, C, D, Switch, D, C, B, A, E, F, E, E, G, H, Exit

Start by using tile A to rise southward. Once you've landed, head south on tiny rock platform, and access tile B. This tile will slide slightly to the north. Hop off, then immediately return to tile B. Your party will be transported to the south, landing with a rocky walkway that will allow you to progress southward. Make your way tile C to be levitated north. From the northern landing, head to tile D where you can finally access the puzzle's only switch. Trigger the switch, then use tiles D, C, and B in reverse order to return to the puzzle entrance.

With the switch triggered, hop on tile E to be transported to the center of the puzzle. Now use tile F to adjust the position of other tiles later in the puzzle. Afterward, again hop on tile E, for a quick trip west. After you have landed to the west, return to tile E, again being transported to the puzzle center. Now head to the north where you find tile G waiting for you. Use this tile to reach tile H, and eventually the exit.

Battling the Elementler

Elementler (#249)

HP	EXP	Gald	Attack	Defense	Int	Strong Against	Weak Against	Special Attack	Item Dropped
80,000	23,456	12,345	510	240	35	—	—	—	Pine Gel (100%), Elixir (100%), Miracle Gel (100%)

Grave Keeper (#227)

HP	EXP	Gald	Attack	Defense	Int	Strong Against	Weak Against	Special Attack	Item Dropped
9,000	410	1,299	380	500	50	Earth, Shadow	Water, Elemental	—	Lemon Gel (10%), Miracle Gel (3%)

The Elementler is perhaps the most dangerous sub-boss you *ever* encounter. Although a pair of Grave Keepers supports the creature, they are more like speed bumps than actual threats. The Elementler has no particular vulnerability and an enormous amount of HP. Worse, the Elementler has a devastating array of special abilities that it uses with no warning.

The most notable ability is its primary elemental attack. The attack depends on which Elementler you go up against. All Elementlers use the Dark Force special attack.

Column I (Wind): Cyclone
Column II (Fire): Explode
Column III (Water): Spread
Column IV (Earth): Earth Shaker
Column V (Ice): Absolute
Column VI (Volt): Indignation

The elemental attack can inflict terrible damage on virtually every character simultaneously, and the Elementler casts it over and over until every character is dead. The final obstacle is the Elementler's ability to cast the spell at fast speed. Even if you hack and slash at the beast, chances are, you will be unable to prevent it from using its abilities.

Your best chance is an all-out attack. The most advantageous arrangement of characters is Reid, Farah, Max, and either Meredy or Keele. As the battle opens, set everyone to "Prevent TP Attack" to instruct them to target the Elementler exclusively. Meredy needs a little more fine-tuning, though. Adjust her strategy to the following settings:

Attack: 2
Battle TP: 5
Recover TP: 4

These settings instruct her to keep her distance, using her Craymel Artes attacks at range while healing any injured characters.

Battling the Elementler con't.

After you implement these strategy settings, attack with an almost berserker frenzy. Don't give the Elementler any time to chant, or it hammers you with its elemental attacks. Also, don't use any high-TP special attacks with your player character. Keep your attacks short and sweet, and never give the Elementler a chance to recover. Have Max pepper the beast with Burning Force, while Meredy adds her own Craymel Artes. Don't worry about the Grave Keepers—with the sheer power of your attacks, you are certain to kill them in the crossfire.

If you do get caught in an endless chain of elemental attacks, have a character who is outside the range of the blast hit the Elementler with a combo—preferably at range.

Access the second column to transport to another arcing corridor, and follow the passage to the next puzzle room. A winding walkway is dotted with glowing crystal orbs and retractable stone walls. Activate the first crystal orb, and remove all obstacles as the first orb ignites the second, then the third, until the last orb glows. Then the northeast door opens, and you can access the next chamber. Again, you must pass an Elementler guardian to reach the final chamber. When you defeat the beast, infuse the second column with the energy of Fire.

Glowing Orbs Puzzle

This puzzle is quite simple compared to others in Shizel Castle. Before you, a series of crystal spheres sit on short columns. Retractable walls between these columns descend automatically as you approach.

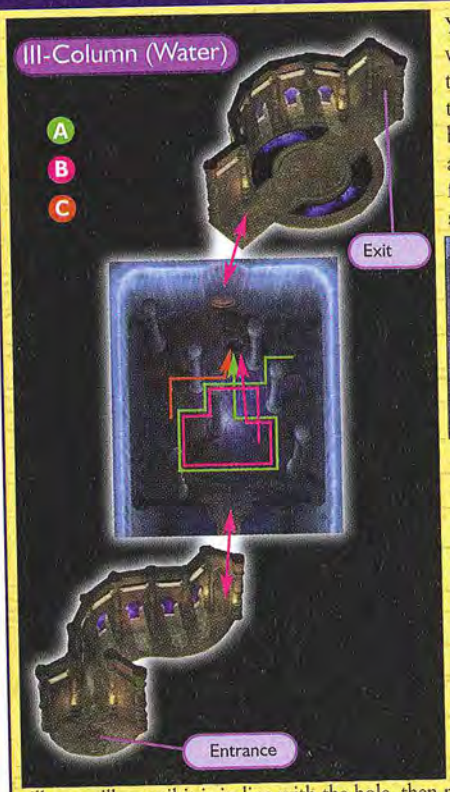
Move to the first column and activate the crystal by pressing ×. The sphere glows red for a few seconds before launching a slow-moving ball of crimson energy to the east. Move to the retractable wall just ahead of the ball so the wall descends by the time the ball reaches it.

If nothing interrupts its flow, the energy ball will reach the next crystal sphere, causing it to glow. The process repeats itself as the second sphere releases a ball of energy aimed at the next sphere in line. Continue this process from sphere to sphere, lowering walls that might impede progress, until the final crystal sphere glows with crimson energy.

The only tricky part of this puzzle is about halfway through. Some crystal spheres are not in proper positions to receive the energy balls. As an energy ball launches nearby, activate a trigger at the base of a movable column to "catch" the energy ball with the sphere. The columns only stay in position for a few seconds, so try not to activate the switch until the energy ball has been released.

Pass through the third column to begin the challenge of Water. After traversing the winding tunnel, you face a unique token puzzle. You must slide three tokens across the floor, bouncing them off columns or one another, and eventually dropping them down a hole to the north. Follow the diagram below, using the Freeze Ring on any tokens that refuse to move the direction you want. When the final token falls, the northern door opens. Pass through, battle the guardian Elementler, and instill the third column with the power of Water.

Token Puzzle



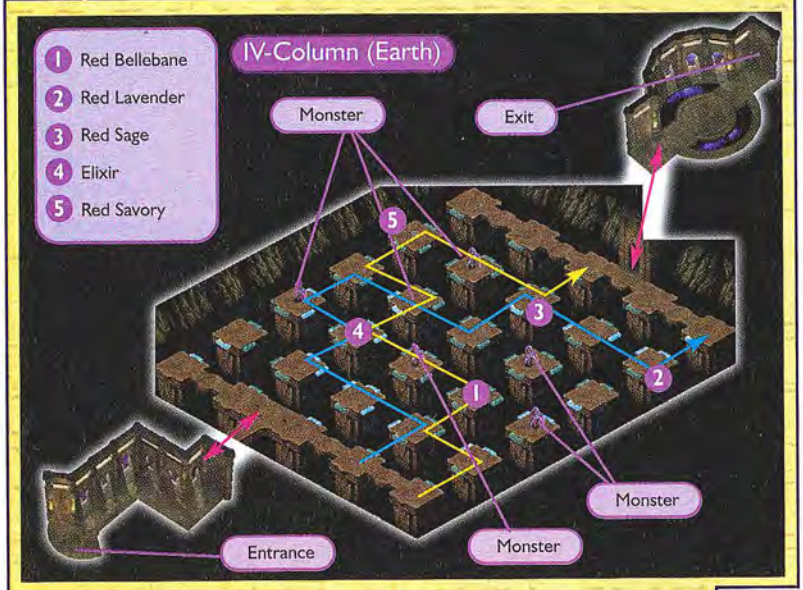
You begin in a large room with pillars and a trio of tokens. Your goal is to slide the tokens through the room, bouncing them off pillars and other tokens, until they fall into a hole on the north side of the room.

This puzzle is a bear to figure out unaided. To solve it, consider certain tokens as pillars, bouncing other tokens off them. Start with token A, sliding it westward, using both pillars and token C. Then turn A southward, using the bottom pillar to change the token's direction to the east. Follow this diagram, moving token A from pillar to pillar until it is in line with the hole, then push it in.

Turn your attention to token B. Push it northward, then follow the same path as token A. Finally, push token C northward, bouncing it off of the top pillar. Then push it east, where a pillar stops it in front of the hole. Knock it in to complete the puzzle.

The next challenge is relatively easy. You face a grid of blocks, six deep and five wide. Invisible bridges connect the blocks, although only certain bridges support your passage, depending on which path you take. The question isn't *how* to solve the puzzle—any path eventually gets you across—but which items to collect. Elixirs, Red Bellebane, and even Red Savory await the hero bold enough to claim them. After you traverse the puzzle, battle the Elementler guardian, and imbue the fourth column with the power of Earth.

Bridge Puzzle



This "puzzle" isn't particularly difficult. You have five choices to begin crossing the block grid. However, once you choose your starting point, you are locked into a predetermined path—only certain bridges will activate. The above diagram shows which paths correspond to each starting point.

Along the way, you face guardians that protect key blocks. Although it is possible to run past some of these monsters, it is impossible to bypass others. Expect to face the following monsters:

Mythril Golem (#193)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
11,100	858	6,000	750	350	0	Water, Wind, Fire, Earth, Ice, Light, Shadow	Volt	Earth	Lemon Gel (15%), Miracle Gel (8%)

The Mythril Golem is durable and deadly, with a wide array of resistances and attacks. With over 11,000 HP, a Golem can take tremendous punishment. Numerous elemental resistances supplement this natural toughness. Offensively, a Mythril Golem is equally impressive. It can impale characters on its beaked head or hammer you from above with a ball of razor-sharp spikes.

Battle conservatively with Voltic Sword or other Volt-based attacks. Lighting and Indignation are particularly effective against a Mythril Golem. Keep your defenses ready for the Mythril Golem's vicious counterattack.

Lakamar (#116)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
16,000	791	2,222	600	600	83	Wind, Shadow	Light	—	Miracle Gel (15%), Kaiser Fist (20%)

Lakamars are formidable opponents with impressive HP and a devastating array of special attacks. With its Force Laser, a Lakamar can injure and stun the entire party at once—even those jumping or in the air. In addition, a Lakamar has a powerful Shoulder Charge, which knocks down and stuns several party members. Finally, the Lakamar's Air Thrust attack, like all attacks in the Lakamar arsenal, injures several characters at once.

Hammer a Lakamar relentlessly with Light-based attacks, never giving it a chance to use its special abilities. Luckily, Lakamars are easily stunned and slow to recover. These battles are an excellent opportunity to upgrade Farah's weaponry with the Kaiser Fist that a fallen Lakamar often drops.

Use the fifth column to access the Ice challenge. After traveling through a long hallway, you enter a square chamber with pink and blue-colored rocks. Arrange these in the corners of the room according to the diagram below, then shoot the stone dial to the east with your Sorcerer's Ring. Pass through the revealed door to face the Elementler guardian, then use Celsius to infuse the fifth column with the power of Ice.

Rock Puzzle

Several rocks lay scattered around the chamber—four pink and three blue. In the four corners, small piles of gravel sit in a vaguely semicircular arrangement. You must arrange the larger rocks in the corner gravel piles. To move a rock, come in contact with it, press ×, and move it with the directional buttons. Rocks are easier to push than pull. The northeast corner should hold one blue stone; the southeast corner, two blue; the southwest corner, two pink; and the northwest corner, two pink. When they are in their proper positions, move to the stone dial to the east, and shoot it with your Sorcerer's Ring. This opens holes in each corner, enveloping the rocks and opening the door.

The last column leads to the challenge of Lightning. Pass through the hallway to a large chamber with slowly spinning crystals. This puzzle is simple. Each crystal is separated into two halves, with half stationary on the floor and the other spinning above. When the two halves line up—one atop the other, shoot the spinning half with the Freeze Ring to cement them together. When all the crystals are one, you solve the "puzzle," and the door on the east side opens. Face the final Elementler, and instill the final column with the power of Volt.

After you activate all columns, heal your party of injuries. Make sure you have a full complement of all Gels, Bottles, and medicines. Add Reid, Farah, Max, and either Meredy or Keele to your formation. With preparations made, head through the newly enchanted teleporter to transport into Shizel's Throne Room.

Shizel's Throne Room

The party arrives at the heart of Shizel Castle. Climb the ornate staircase to the north to confront Shizel once and for all. She sits arrogantly atop her throne, amused that such insects as you have come to try to stop the work of Nereid. As Shizel speaks, the Orbus shakes and shudders as the Grand Fall begins its climactic end. Time is quickly running out. Confront Shizel and put an end to her plot to destroy two worlds.

tip *Try to use as few items as possible in your first battle with Shizel. The second battle is more difficult and requires everything you have.*

Battling Shizel, Round 1 (#85)

HP	EXP	Gald	Attack	Defense	Int	Strong Against	Weak Against	Special Attack	Item Dropped
120,000	50,000	0	300	0	75	Water, Wind, Wind, Fire, Earth, Ice, Volt	—	Shadow	Elixir (100%), All-Divide (100%)

Battling Shizel, Round 1 con't.

You fought Shizel before—but this time you are prepared. She still possesses the vicious combination of HP and resistances that made her almost invincible before. She also uses a variety of potent special attacks, including Sparkle Wave and Prism Sword. Both inflict significant damage to every member of your party.

Among Shizel's arsenal is a weapon of unmatched strength—Eternal Finality. This spell invokes the wrath of Nereid, the Dark God of Destruction, bringing his fiery power from the heavens and utterly devastating your party. Although this spell doesn't kill anybody, it reduces the HP of every character to 1. Have Reid perform Aurora Wall to combat Shizel's Eternal Finality.

The key to defeating Shizel is working as a team. The best combination is Reid, Farah, Max, and Meredy or Keele—it doesn't matter which. A most successful Craymel outfit is Undine, Sylph, Maxwell, Sekundes, Celsius, and Volt. This offers you an excellent spread of healing and restorative magic, as well as big guns such as Indignation, Distortion, Absolute, and Meteor Storm.

Set Meredy's Restorative setting to 4, Battle TP to 5, and Attack to 2. Adjust all other characters to a maximum Attack Rating, offering Max in particular a Battle TP of 4. These settings order your most battle-ready characters to attack relentlessly and have Meredy hang back, restoring the party's health and hammering Shizel with Craymel Artes.

When you attack, nail Shizel with the biggest guns, the most potent combos, and the deadliest spells. Save your high-end potions (for example, Miracle Gel and Elixir), as well as your one use of the Summon Destiny Sword. You need all of them for round two with Nereid.

Don't give Shizel a moment's peace. Rush behind her, bringing half the party with you to make Shizel split her attention. Use high-TP/high-hit combos such as Omega Demon Chaos and Neo Tempest Swarm. *Constantly* use the Skills screen to order Meredy and Max to take their best shots at Shizel from a distance as you lead the charge with Reid and Farah. If you are properly prepared, hit Shizel with your big guns, and keep your party in good health by frequently using Restore and Heal, this should be a relatively simple battle.

Shizel falls—but only for a moment. You only weakened her, or rather, the dark spirit Nereid who possesses her body. The party tries to convince Nereid that the Grand Fall isn't necessary. Just when it seems the suppressed soul of Shizel is about to influence Nereid, the dark spirit warps and transforms Shizel's body. Now bearing the true countenance of Nereid, Shizel attacks.

Battling Shizel/Nereid (Demon), Round 2 (#232)

HP	EXP	GALD	ATTACK	DEFENSE	INT	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
300,000	0	0	340	300	100	ALL	—	ELEMENTAL	—

The incarnation of Nereid represents the most difficult battle you fight. Nereid possesses an almost insurmountable amount of HP, a resistance to all major attacks, and the most extensive array of special attacks.

As the battle opens, you face relatively gentle attacks. Lightning, Holy Lance, and Soul Shot all arc deadly energy from an orb above Shizel's head that can stun and injure several characters. As the battle progresses, Thunderblade and Fear Flare are added. Fear Flare is a fireball spell that knocks your characters away from Shizel.

The final two attacks are the most deadly. First is Eternal Finality, which you already faced. The second is Summon Pluto—an area-effect spell that severely injures your characters (by at least 1,000+ HP each), as well as stunning them and throwing them to the ground.

The settings and preparations for the last battle work perfectly well. This time, however, make sure Reid is your player character, and outfit him with the Last Fencer, the most powerful nonelemental weapon. Also use the same tactics as for the last battle—relentless assault. Hammer Shizel with your most potent combos, including the S.D. Sword. Use Miracle Gels, Elixirs, or anything else you need to keep your characters in top fighting form. Reid is of particular importance—in addition to keeping him healthy, never let his TP fall below 50. Reid must be able to initiate Aurora Wall at a moment's notice or all could be lost.

If you battle aggressively, using Meredy to rejuvenate injured characters while hitting Shizel with everything you have, the battle will be yours. As Shizel falls, she calls on the Dark Aurora Artes in a last-ditch attempt at victory. The Aurora Wave is the only defense for this incredible attack. *Immediately* press ×, ●, and ■ simultaneously. In this one instance, you don't have to have low HP to use this ability. If you raise the Aurora Wall fast enough, Shizel's Dark Aurora will be blocked and the party will survive.

Shizel is finally defeated for good. A spout of darkness pours from her, leaving a lifeless husk. As Meredy rushes to her mother's body, the Orbus shakes and shudders, indicating that the critical point passed—the Grand Fall is irreversible. Reid suggests using the Aurora Artes to destroy the core of the Seyfert Ring, separating the two worlds permanently. Meredy agrees, offering to contain the Dark Aurora in herself to try to Fringe the Divine and Dark Auroras. You can only destroy the Seyfert Ring and save the two worlds with the combined power of the Auroras. Sit back and enjoy some of the most impressive cut scenes of the game as Reid and Meredy melt their Fibrill to destroy the Seyfert Ring. With a tremendous explosion, they save the two worlds—but at what cost?

MONSTER STATS

The world of Eternia is a dangerous place, teeming with wondrous and terrifying creatures. Throughout your adventures, you battle virtually every creature on this list. Knowing your enemy is absolutely vital to defeating it. Understand a creature's strengths and vulnerabilities so you can protect yourself and maximize your attacks.

Interpreting Statistics

The monster stats represent a variety of attributes, from how much punishment a creature can take to which kinds of attacks it is especially vulnerable to. The following list will help you interpret and understand the different attributes.

No.: The number used for listing this creature in the *Monster Collection Book*.

HP: The damage a creature can sustain before it dies.

EXP: How much experience your party receives for defeating a creature. This experience is divided between every conscious member of the party at the end of combat.

Gald: How much Gald is found on a creature's body after combat. Gald is the universal monetary unit throughout Eternia.

Attack: Overall combat skill. A higher Attack Rating causes more damage and increases the success of a hit.

Defense: A creature's ability to avoid injury, be it through agility or natural toughness.

Intelligence: Affects the power and success rate of Craymel Artes and special attack types, as well as the creature's resistance to them.

Strong Against: The attack types a creature is resistant to. This is also a measurement of how much extra damage a creature inflicts using that attack type.

Weak Against: The attack types a creature is vulnerable to. This is also a measurement of how ineffective a creature's attacks are against characters using that attack type.

Special Attack: The elemental ability that augments a creature's attacks.

Item Dropped: A defeated creature sometimes drops an item. This statistic shows which item, and the probability it will be dropped.

Page No.: A more detailed description of abilities and combat tactics for many of the creatures that can be found in the walkthrough. This number corresponds to the page number where that information appears. If N/A is listed, a more detailed explanation is not available.

Monster Stats

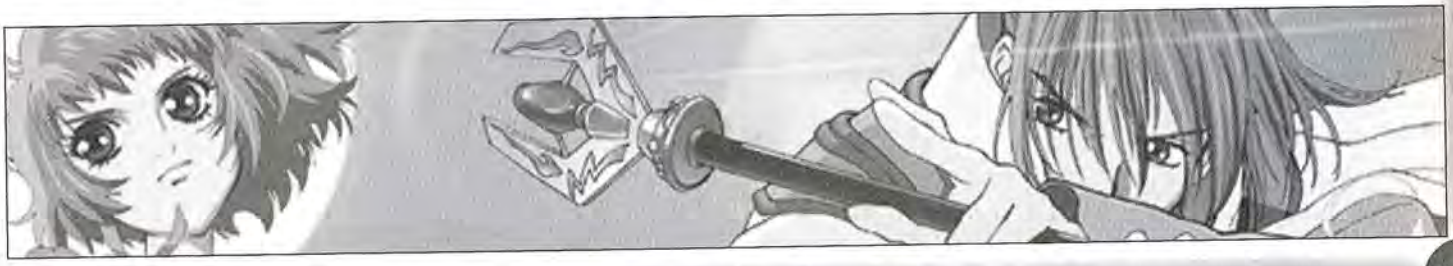
Creature	No.	HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attacks	Item Dropped	Page No.
?????? (Mystery Man)	110	1,000	300	800	110	20	20	Volt	—	Fire	Life Bottle (100%), Orange Gel (100%)	17
AC Roper	212	7,940	904	1,254	420	340	72	Light, Shadow	Fire	—	Lemon Gel (35%), Pine Gel (8%)	—
Air Slicer	104	4,100	87	563	250	380	64	Earth, Shadow	Wind, Light	—	Red Satay (18%), Lemon Gel (15%)	61
Anchor Lizard	6	8,500	212	1,150	276	380	35	—	Ice	—	Mélange Gel (12%), Beet (35%)	67
Antler	182	10,500	957	2,100	400	500	0	Wind, Fire, Earth	Volt	—	Savory (1%), Miracle Gel (8%)	—
Aquaspin	60	3,500	68	180	120	250	0	Water, Fire	Volt	Water	Tuna (50%)	—
Arachnid	219	6,850	158	600	350	560	77	Water	Fire, Ice	—	Resist Ring (20%), Panacea Bottle (10%)	—
Arche	231	6,000	10,000	0	300	1,000	100	All	—	—	Arche Ribbon (100%)	—
Archer	57	600	14	72	54	20	30	—	—	—	Bread (35%), Spectacles (50%)	19
Arms	167	4,500	70	150	100	180	100	Wind	—	Wind	Orange Gel (8%), Panacea Bottle (5%)	33
Arrow Tail	11	420	12	30	52	158	60	Earth	Volt	—	Apple Gel (15%), Orange Gel (8%)	—
Axe Beak	163	8,000	184	710	410	450	0	—	—	—	Egg (20%), Sage (1%)	—
Baldie	108	3,800	94	260	200	240	20	—	—	—	Apple Gel (5%), Orange Gel (3%)	38
Bandersnatch	172	12,000	722	2,120	420	550	0	Fire	Water, Ice	—	Tomato (20%), Miracle Gel (13%)	85
Bandit	0	900	10	36	40	60	55	—	Fire	—	Cheese (30%), Thief's Cape (12%)	19
Beast Bear	20	750	16	40	90	140	58	Ice	Fire	—	Bear Meat (50%), Tuna (15%)	16
Beast Ogre	128	12,000	625	1,600	800	600	68	Fire, Earth	—	—	Lemon Gel (15%), Star Mace (10%)	81
Beet Beast	42	6,000	105	615	200	290	0	Fire, Volt	—	—	Beet (25%), Orange Gel (5%)	—
Bigfoot	111	9,999	196	1,200	280	300	32	Ice	Fire	Ice	Sage (7%), Pine Gel (8%)	57
Birial Guard	229	5,000	0	0	145	160	100	—	—	—	—	78
Blood Biter	37	3,500	50	128	160	180	0	Wind, Earth	—	—	Carrot (35%), Orange Gel (15%)	31
Blood Slime	206	7,000	858	1,900	300	300	78	Earth, Light	Volt	—	Lemon Gel (35%), Elixir (1%)	—
Blood Sucker	86	3,000	82	418	210	240	78	Water	Volt	Water	Panacea Bottle (10%)	43
Blue Roper	213	5,540	82	256	240	250	72	Shadow	Fire	—	Lemon Gel (10%), Syrup Bottle (15%)	—
Bone Knight	155	2,950	50	158	180	200	0	—	—	Shadow	Potato (18%), Nimble Rapier (10%)	32
Brown Pot	44	800	12	72	80	120	0	—	—	—	Panacea Bottle (15%), Syrup Bottle (3%)	22
Buffalo	198	9,900	625	1,800	515	620	100	Earth, Shadow	Light	—	Orange Gel (25%)	81
Bullfrog	164	8,400	158	760	360	398	58	Water, Fire	Volt	Water	Cucumber (25%), Pine Gel (8%)	87
Carvadole	134	5,800	196	850	300	480	64	—	Ice	—	Apple Gel (20%), Red Satay (10%)	67
Caveman	195	12,400	695	1,700	450	550	100	—	Fire	—	Orange Gel (20%), Life Bottle (20%)	80
Celsius	48	33,333	4,000	0	264	300	80	Water, Wind, Earth, Ice, Volt	Fire	Ice	Resist Ring (100%), Freeze Charm (100%)	58
Chamballoon	250	1	0	0	0	8,000	100	—	—	—	Cheese (1%), Lettuce (1%)	—
Chimaera	203	4,880	82	300	180	275	0	Volt, Light	—	—	Lemon Gel (10%), Pine Gel (3%)	—
Clay Golem	186	12,000	293	1,900	600	0	0	Earth, Shadow	Water	Earth	Pine Gel (12%), Miracle Gel (6%)	67
Cress	230	9,999	10,000	0	484	1,000	100	All	—	—	Cress's Bandana (100%)	—
Criminal	237	4,500	50	150	200	250	30	Fire, Ice	Water, Volt	—	Apple Gel (25%), Orange Gel (20%)	48
Crusher	52	1,800	36	160	120	200	0	Water	Ice, Volt	—	Apple Gel (10%), Buckler (2%)	25
Culprit	84	5,500	75	450	250	350	30	Fire, Ice	Water, Volt	—	Orange Gel (20%), Demon Javelin (8%)	48
Cuttlebone	166	8,500	386	1,111	330	480	0	Ice	—	—	Lemon Gel (10%), Pine Gel (8%)	74
Dark Disaster	159	7,500	264	950	280	600	70	Ice, Shadow	Light	Ice	Lemon Gel (10%), Dark Bottle (3%)	72
Dark Servant	33	2,200	105	510	196	260	10	Ice, Shadow	Fire, Light	Ice	Dark Bottle (8%), Apple Gel (12%)	47

Creature	No.	HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attacks	Item Dropped	Page No.
Deadly Insect	215	12,000	825	2,200	480	420	0	Earth	Ice	—	Panacea Bottle (10%), Miracle Gel (6%)	85
Death	140	6,000	196	1,422	300	380	74	Earth, Ice, Shadow	Fire, Light	Shadow	Orange Gel (15%), Pine Gel (8%)	37
Dinosaur	251	18,800	722	2,100	520	540	100	Fire, Earth, Volt	Ice	—	Life Bottle (15%), Elixir (1%)	92
Direwolf	138	3,000	50	120	150	161	53	Ice	Fire	—	Apple Gel (18%), Potato (30%)	33
Dodo	36	3,500	58	250	180	230	0	Fire	Wind	—	Egg (25%)	—
Dragon Tooth	156	10,000	322	1,240	450	500	75	Fire, Volt, Shadow	Light	Shadow	Apple Gel (15%), Protect Ring (10%)	71
Drake	216	4,500	85	330	230	260	100	Fire, Volt	Water, Wind, Ice	Fire	Orange Gel (13%), Lemon Gel (5%)	36
Druid	207	3,000	85	288	200	230	64	Fire	—	—	Lemon Gel (10%), Life Bottle (3%)	—
Duelist	125	12,000	566	2,500	800	600	96	Fire, Volt	—	—	Lemon Gel (10%), Lavender (1%)	80
Efreet	51	24,000	2,723	0	200	360	50	Wind, Fire, Earth, Ice, Volt	Water	Fire	Black Onyx (100%), Life Bottle (100%)	37
Egg Bear	76	3,200	32	90	130	120	50	Earth, Ice	Fire	—	Bear Meat (40%)	22
Egg Trader	80	500	0	0	80	20	0	—	—	—	—	—
Elementler	249	80,000	23,456	12,345	510	240	35	—	—	—	Pine Gel (100%), Elixir (100%), Miracle Gel (100%)	93
Empty Doll	101	60,000	0	0	200	400	0	—	—	Shadow	—	75
Escargot	106	5,140	153	643	250	350	70	Wind, Earth	—	Earth	Orange Gel (13%), Pine Gel (7%)	68
Evil Needle	9	410	10	36	49	60	30	—	—	—	Panacea Bottle (3%)	24
Evil Ripper	238	10,000	1,444	2,800	500	720	100	Shadow	Light	—	Lemon Gel (35%), Resist Ring (5%)	—
Evil Star	188	5,345	94	347	180	288	72	Water, Fire	Volt	Water	Apple Gel (10%), Lemon Gel (3%)	—
Fake	244	10,000	2,100	1,050	420	0	100	All	—	—	Life Bottle (100%), Pine Gel (50%)	45
Falsea Horn	236	5,200	102	220	160	230	100	Earth	Fire	—	Goat Horn (35%), Orange Gel (10%)	39
Feather Magic	83	2,650	82	520	210	280	50	Wind, Water	—	Wind	Apple Gel (15%), Great Sword (13%)	39
Firebird	78	1,800	58	128	100	140	0	Fire, Volt	Water, Ice	Fire	Tomato (20%), Flamberge (12%)	36
Firebug	214	7,800	825	860	420	450	0	Fire	Water, Ice	Fire	Lemon Gel (35%), Flare Bottle (5%)	—
Fire Cloud	112	4,800	657	1,200	350	300	100	Fire, Volt	Water, Ice	Fire	Beet (20%), Flare Cape (2%)	—
Fire Flyer	105	5,500	264	850	280	410	83	Wind, Shadow	Light	—	Flare Bottle (10%)	74
Fire Warrior	102	13,400	722	2,600	440	450	77	Fire	Water, Ice	Fire	Chaos Shield (12%), Red Satay (15%)	85
Float Dragon	190	9,600	510	1,440	340	580	0	Water	Volt	Water	Pine Gel (10%), Miracle Gel (5%)	125
Flying Pulp	226	6,900	458	1,307	300	460	100	Shadow	Light	—	Pine Gel (10%), Miracle Gel (3%)	80
Flying Soul	13	3,800	115	520	178	286	35	Fire, Volt	Light	Volt	Mélange Gel (5%), Lemon Gel (8%)	42
Forest Hawk	150	1,200	32	112	80	128	65	—	Fire	—	Apple Gel (10%), Orange Gel (5%)	25
Fungus	177	6,660	58	222	300	360	67	Shadow	Fire	—	Life Bottle (10%)	87
Fungusnail	240	7,650	82	256	300	450	75	Earth	Volt	—	Banana (18%), Pine Gel (10%)	45
Gallow	202	3,600	54	180	160	170	0	Volt, Light	—	—	Apple Gel (10%), Lemon Gel (5%)	36
Gallows Bird	210	3,400	105	412	170	340	0	Wind, Ice	Fire	Ice	Spectacles (25%), Lemon Gel (6%)	56
Gas Cloud	246	1,600	50	150	130	180	100	—	Wind, Fire	Shadow	Panacea Bottle (20%), Lemon Gel (5%)	33
Gentallman	62	7,600	145	765	350	0	0	Fire, Earth	Water	Earth	Orange Gel (8%), Savory (1%)	45
Ghoul	67	3,100	42	100	135	150	0	Ice, Shadow	Fire, Light	Shadow	Apple Gel (12%), Potato (30%)	—
Giant Spider	88	1,850	36	80	133	150	77	Earth, Volt	Ice	Water	Panacea Bottle (8%), Poison Thorn (10%)	24
Gnome	59	16,160	3,000	2	150	350	100	Water, Fire, Earth, Ice, Volt	Wind	Earth	Moon Crystal (100%), Rune Bottle (100%)	46
Grappler	148	4,800	94	350	220	300	46	Volt	—	—	Spectacles (18%), Elven Boots (2%)	38
Grasshopper	81	6,500	105	540	240	250	0	—	—	—	Apple Gel (15%), Banana (25%)	42
Grave Keeper	227	9,000	410	1,299	380	500	50	Earth, Shadow	Water, Elemental	—	Lemon Gel (10%), Miracle Gel (3%)	74, 93
Green Roper	79	940	16	60	40	188	72	Shadow	Fire	—	Lettuce (35%), Life Bottle (3%)	22
Grim Reaper	18	1,800	36	140	140	135	40	Ice, Shadow	Fire, Light	Shadow	Dark Bottle (20%), Reverse Doll (10%)	27
Grizzly	142	4,500	50	130	180	180	58	Fire, Volt	Ice, Water	—	Bear Meat (38%), Orange Gel (5%)	31
Guardian	245	30,000	3,000	210	200	800	100	Volt	Water, Fire, Ice	Volt	Rune Bottle (100%), Pine Gel (100%)	55
Guitaricle	75	6,800	229	1,723	220	340	52	Water, Wind, Earth, Volt, Shadow	—	—	Purple Satay (12%), Elixir (1%)	67
Gunner	253	10,000	1,066	2,500	400	500	100	—	Water, Volt	—	Wonder Bag (4%), Miracle Gel (15%)	—
Hard Horn	58	6,200	115	436	170	320	0	Earth, Volt	Water	—	Apple Gel (5%), Earth Blade (4%)	43
Harpy	68	650	14	66	83	120	20	Water, Ice	Wind, Fire	Wind	Apple Gel (15%), Spectacles (10%)	21
Heavy Lifter	107	2,800	50	111	120	180	50	—	—	—	Apple Gel (12%), Pasta (35%)	—
Heavy Snake	21	5,500	115	400	196	280	35	Earth	—	—	Tusk Meat (20%), Bone Knuckle (10%)	42
Hell Hound	139	3,900	74	430	240	280	53	Fire, Ice	Water	—	Apple Gel (15%), Orange Gel (8%)	39
Hellkite	217	11,200	722	3,333	550	650	150	Fire	Water, Ice	Fire	Sage (10%), Red Sage (8%)	—
Hershel	242	840	0	0	120	120	100	—	—	—	—	—
Hominicle	200	15,000	229	890	350	320	0	Water, Wind, Ice, Volt, Shadow	Fire, Light	Shadow	Panyan (15%), Lavender (1%)	67
Hornet	90	900	42	120	210	170	52	Volt	—	—	Panacea Bottle (12%)	31
Horse Knight	103	12,500	510	1,550	480	350	0	Shadow	Light	—	Rune Bottle (15%), Order Shield (8%)	87
Hunchback	165	3,900	115	740	200	350	0	Ice	Fire	—	Lemon Gel (10%), Pine Gel (3%)	57

Creature	No.	HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attacks	Item Dropped	Page No.
Hunger Blood	145	8,200	386	1,110	350	440	0	Earth	—	—	Lemon Gel (10%), Tusk Meat (25%)	74
Hunter	179	3,000	76	224	200	180	83	—	—	—	Spectacles (10%), Lemon Gel (5%)	35
Hyades (Armored)	233	128,000	30,000	0	380	800	73	All	—	Shadow	—	79, 123
Hyades (Human)	225	45,000	4,000	30	500	800	100	Water, Wind, Fire, Earth, Ice, Volt	Light	—	Mental Bracelet (100%), Egg (100%)	60
Ice Tiger	49	5,500	105	600	210	270	0	Wind, Water, Ice	Fire	Ice	White Satay (15%), Orange Gel (10%)	57
Ice Warrior	168	5,200	115	780	220	280	56	Wind, Water, Ice	Fire	—	Orange Gel (12%), Ice Coffin (4%)	56
Imp Bell	97	5,500	181	950	380	420	50	Volt	Water, Earth	Volt	Squid (20%), Orange Gel (12%)	61
Impulse	99	6,000	386	1,870	300	380	83	Wind, Shadow	Light	—	Lemon Gel (10%), Rune Bottle (5%)	85
Inferian Guard	19	5,000	200	300	280	400	100	—	—	—	Steel Sword (100%)	77
Insect Plant	34	8,800	115	500	70	10	0	Water, Earth	Fire	Earth	Kirima (25%), Lemon Gel (10%)	24
Iron Golem	192	3,400	94	1,000	350	120	300	Fire, Ice, Light	Water, Volt	Earth	Lemon Gel (7%), Square Shield (8%)	35
Jin	43	11,000	625	1,950	400	500	50	Wind	Fire	Wind	Flare Bottle (22%)	80
Jungler	247	5,400	200	100	160	240	100	—	Fire	—	Orange Bottle (20%), Life Bottle (20%)	28
Kick Frog	29	1,500	24	80	100	150	49	Water, Fire	Volt	Water	Apple Gel (15%), Orange Gel (8%)	26
Killer Bee	135	1,600	94	282	250	222	52	—	—	—	Apple Gel (15%), Lemon Gel (5%)	35
King Frog	39	3,400	32	120	125	125	58	Water	Volt	Water	Apple Gel (15%), Orange Gel (8%)	26
Kraaken	170	11,200	566	1,111	440	420	71	Water	Volt	Water	Poison Charm (8%), Squid (20%)	125
Kubitoom	94	5,000	212	1,150	500	500	10	Shadow	Light	—	Konia (25%), Lemon Gel (13%)	67
Ladybug	146	4,400	566	1,360	200	380	0	Water	Earth	—	Panacea Bottle (15%), Tomato (20%)	92
Lakamar	116	16,000	791	2,222	600	600	83	Wind, Shadow	Light	—	Miracle Gel (15%), Kaiser Fist (20%)	95
Lamia	221	10,000	410	1,412	420	450	100	Water, Fire	Volt	Water	Life Bottle (12%), Bellebane (1%)	71
Leech	121	4,500	166	620	240	380	78	Earth, Light	—	—	Lemon Gel (13%), Miracle Gel (4%)	—
Living Armor	228	200,000	0	0	1580	0	100	All	—	—	—	123
Living Dead	196	4,000	68	185	140	210	0	Ice, Shadow	Fire, Light	—	Orange Gel (10%), Lemon Gel (3%)	—
Living Sword	66	4,500	105	555	165	320	0	Fire	Water, Wind	—	Lemon Gel (3%), White Satay (12%)	45
Lost Soul	119	4,500	82	480	240	275	0	Ice, Shadow	Fire, Light	Ice	Orange Gel (12%), Pine Gel (6%)	—
Mad Eel	15	4,500	54	80	170	190	56	Water, Earth	Volt	Earth	Panacea Bottle (12%), Kirima (25%)	32
Mad Needle	26	2,800	58	112	300	250	40	Fire	Ice	—	Panacea Bottle (25%)	35
Madman	61	7,500	166	928	300	410	0	Earth, Shadow	Light	Earth	Apple Gel (15%), Potato (25%)	62
Mage	7	850	22	80	77	80	65	Volt	—	Water	Lemon (35%), Apple Gel (15%)	31
Mahogany	32	850	16	36	52	100	71	Water, Earth	Fire	Earth	Apple Gel (8%), Tomato (40%)	24
Man Eater	160	7,500	94	211	120	0	0	Wind	Fire	Earth	Lemon Gel (8%), Kirima (15%)	32
Maxwell	55	34,000	34,002	0	400	2,100	100	Elemental	—	Elemental	Faerie Ring (100%), Omni Weapon (100%), Elixir (100%)	92
Mechscorpion	100	9,600	595	1,840	430	620	0	Fire	Ice	—	Panacea Bottle (13%)	92
Medusa	72	9,500	657	2,320	380	410	80	Water, Fire	Ice, Volt	—	Panacea Bottle (18%), Reviverser (1%)	80
Mega Death	141	9,600	458	1,450	420	460	80	Shadow	Fire, Light	Shadow	Purple Satay (4%), Bellebane (3%)	72
Melting Pot	169	3,500	50	120	180	200	0	Fire, Ice	Earth	—	Life Bottle (10%)	32
Metallicore	149	4,600	537	1,911	340	400	80	Fire, Shadow	Water, Light	—	Lemon Gel (12%), Pine Gel (6%)	74
Minicoid	54	600	21	50	90	90	67	Shadow	Light	—	Tofu (5%)	—
Mirage Knight	223	12,000	1,225	1,364	300	550	152	Fire, Earth, Volt, Light, Shadow	—	—	Lemon Gel (18%), Wakeup Charm (1%)	—
Mist	56	3,600	181	876	180	350	30	—	Water, Fire	—	Syrup Bottle (13%), Spectacles (25%)	62
Mocking Plant	12	1,500	21	82	82	120	35	Wind, Earth	Fire	—	Panacea Bottle (5%), Lettuce (30%)	24
Monk	41	500	8	12	42	10	46	—	—	—	—	18
Mounticore	71	2,200	32	100	120	160	0	Fire, Volt, Light	—	—	Apple Gel (15%), Orange Gel (10%)	25
Mountworm	174	8,350	184	810	400	470	58	Water, Earth	Volt	—	Lemon Gel (10%), Miracle Gel (6%)	—
Murder	220	7,200	115	550	280	220	50	Fire, Ice	Water, Volt	—	Lemon Gel (13%), Pine Gel (10%)	48
Mythril Golem	193	11,100	858	6,000	750	350	0	Water, Wind, Fire, Earth, Ice, Light, Shadow	Volt	Earth	Lemon Gel (15%), Miracle Gel (8%)	95
Nereid (Demon)	232	300,000	0	0	340	300	100	All	—	Elemental	—	96
Nereid (Horror #1)	235	300,000	0	0	380	300	55	—	—	Shadow	—	—
Nereid (Horror #2)	255	160,000	60,000	0	380	300	50	—	—	Shadow	—	123
Nereid (Human)	254	160,000	63,000	0	500	900	100	All	—	Shadow	Hourglass (70%), Reverse Doll (70%), Rune Bottle (20%)	123
Neuroid	95	5,000	212	755	400	450	40	Volt	Earth, Water	—	Orange Gel (15%), Strike Axe (12%)	61
Night Flyer	2	3,333	82	312	202	290	30	Wind, Shadow	Fire, Light	—	Apple Gel (20%), Milk (12%)	41
Night Raid	17	450	12	28	60	120	53	Ice	Fire	—	Apple Gel (12%), Panacea Bottle (5%)	16
Nightwing	143	7,750	595	1,425	360	360	52	—	Ice	—	Apple Gel (20%), Orange Gel (15%)	81
Nocturnal Fly	147	8,000	566	1,600	450	500	52	—	Fire, Ice	—	Lemon Gel (15%), Pine Gel (8%)	92
Octoslime	45	4,888	68	188	210	190	71	Water, Fire	Ice, Volt	Water	Squid (50%)	—

Creature	No.	HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attacks	Item Dropped	Page No.
Ogre	127	6,000	85	125	450	230	68	Earth, Volt	—	—	Rice (25%), Lemon Gel (8%)	36
Old Mage	132	6,500	458	1,350	150	450	100	—	—	—	Rune Bottle (18%)	—
Orc Jelly	152	1,200	21	80	90	150	66	—	Fire	—	Apple Gel (22%), Orange Gel (8%)	27
Orcrot	157	6,000	85	334	194	230	71	Water, Earth	Fire	Earth	Cabbage (35%), Kirima (25%)	—
Owlfish	184	8,500	510	1,875	350	500	0	Water	Volt	Water	Pine Gel (8%), Tuna (25%)	—
Phantom	118	3,200	54	140	170	120	0	Ice, Shadow	Fire, Light	Ice	Apple Gel (5%), Orange Gel (3%)	32
Phoenix	209	11,800	566	1,111	480	500	180	Fire	Water, Ice	Fire	Mélange Gel (10%), Flare Bottle (15%)	—
Pink Hopper	162	6,500	229	1,320	350	450	0	Ice	Water	Ice	Carrot (25%), Pine Gel (5%)	—
Pirate	224	3,500	82	380	200	270	50	Water	Earth	—	Squid (20%), Tuna (20%)	—
Poison Toad	154	4,320	94	260	190	295	49	—	—	Water	Lemon Gel (8%), Pine Gel (5%)	87
Poltergeist	74	2,500	76	190	150	160	0	Ice, Shadow	Fire, Light	—	Apple Gel (15%), Orange Gel (8%)	—
Powerplant	161	12,000	145	450	120	0	0	Water, Earth	Fire	Earth	Lemon Gel (8%), Banana (20%)	—
Prairie Hawk	151	3,000	76	160	150	220	77	—	—	—	Egg (40%), Apple Gel (35%)	39
Purse Beetle	22	3,400	92	615	200	260	30	Water	—	—	Mélange Gel (8%), Panacea Bottle (8%)	41
Ranger	180	8,500	595	1,555	400	480	83	Light	—	—	Spectacles (35%), Pine Gel (13%)	—
Rapid Rabbit	35	4,950	92	555	212	260	0	Ice	Water	Ice	Carrot (40%), Rabbit's Foot (3%)	41
Rassius	70	4,408	1,000	0	142	700	100	Water, Wind, Fire, Earth	—	—	Heal Bracelet (100%), Leather Cape (100%)	40
Red Dragoon	241	24,000	1,642	4,317	700	900	160	Fire, Earth, Volt, Light	Water, Ice	—	Lavender (5%)	—
Red Pudding	153	3,800	566	1,550	360	800	66	—	Fire, Ice	—	Lemon Gel (20%), Orange Gel (15%)	81
Red Roper	211	1,600	27	80	120	180	72	Water, Shadow	Fire	—	Apple Gel (10%), Lemon Gel (5%)	26
Red Sizzer	14	500	10	36	65	180	35	Wind	Ice, Volt	Water	Shrimp (50%), Spectacles (8%)	—
Rem	120	100,000	40,960	0	500	700	125	Water, Wind, Fire, Earth, Ice, Volt, Light	Shadow	Light	Reflect Ring (100%), Rune Bottle (100%)	82
Reptile	205	2,900	82	450	190	290	50	Earth	Volt	—	Lemon Gel (10%), Pine Gel (3%)	—
Revenant	201	11,500	510	1,650	400	500	0	Water, Wind, Ice, Shadow	Fire, Light	Shadow	Pine Gel (10%), Miracle Gel (3%)	86
River Sickle	91	2,950	82	450	175	260	64	Fire, Ice, Volt	—	—	Apple Gel (15%), Black Satay (15%)	41
Rock Golem	65	2,500	18	60	75	0	0	Fire, Earth, Volt	Water	Earth	Apple Gel (30%), Tofu (13%)	21
Rocky Hawk	27	580	14	36	45	80	19	Ice	Fire	—	Egg (30%)	16
Rogue	122	3,600	58	240	175	175	0	Fire	—	—	Spectacles (18%), Pine Gel (5%)	31
Roller Snail	8	3,200	92	380	214	250	70	Earth	—	Earth	Life Bottle (15%), Holy Bottle (22%)	43
Rooter	123	9,000	537	1,080	420	500	0	—	Fire	—	Spectacles (20%), Pine Gel (13%)	—
Sage	208	6,000	484	1,820	180	300	50	Fire, Light, Shadow	—	—	Life Bottle (10%), Mélange Gel (3%)	—
Savage Beast	171	7,400	196	920	280	450	0	Volt	Water	Volt	Carrot (25%), Orange Gel (18%)	62
Scorpion	92	1,800	32	80	85	155	0	Ice	—	—	Panacea Bottle (8%)	25
Sea Horse	64	4,000	94	580	180	275	0	Water	Volt	Water	Apple Gel (15%), Life Bottle (5%)	—
Sea Slug	30	850	21	30	95	120	65	Water	Volt	Water	Panacea Bottle (10%), Cucumber (28%)	22
Seaspin	183	7,500	433	1,220	380	410	0	Water	Fire, Volt	Water	Lemon Gel (10%), Tuna (25%)	71
Sekundes	115	200,000	60,000	0	620	900	100	Water, Wind, Fire, Earth, Ice, Light, Shadow, Elemental, Time	Volt	—	—	—
Shadow	73	100,324	32,768	0	460	400	62	Water, Wind, Fire, Earth, Ice, Volt, Shadow	Light	Shadow	Force Ring (100%), Rune Bottle (100%)	75
Shaman	130	3,000	82	530	180	250	40	Earth	—	—	Spectacles (15%), Rune Bottle (5%)	33
Shileska Guard	234	8,000	100	100	220	800	100	—	Wind, Ice	—	Apple Gel (30%), Panyan (40%), White Satay (100%)	61
Shizel	85	120,000	50,000	0	300	0	75	Water, Wind, Fire, Earth, Ice, Volt	—	Shadow	Elixir (100%), All-Divide (100%) Watercloud (100%)	69, 95
Siren	252	52,000	8,998	3,000	280	800	70	Water, Wind, Earth, Ice	Fire, Volt	—	Trident (100%), Sephira (100%),	125
Skeleton	31	2,100	36	90	125	160	10	Ice, Shadow	Fire, Light	Shadow	Carrot (18%), Bastard Sword (3%)	25
Skull Warrior	87	8,000	196	822	360	420	77	Ice	Volt	—	Orange Gel (15%), Mélange Gel (10%)	50
Sky Keeper	199	8,000	537	2,500	380	480	128	Water, Wind, Volt	Fire, Shadow	Ice	Miracle Gel (10%)	—
Slime	28	255	10	32	45	95	14	Water	Fire, Ice	—	Apple Gel (15%), Konia (15%)	16
Sliver	117	4,500	92	510	230	290	56	Water, Earth	Volt	Earth	Orange Gel (18%), Amango (10%)	—
Slugger	124	4,400	76	215	172	190	0	—	—	—	Spectacles (5%), Orange Gel (3%)	32
Snow Lobster	96	4,800	115	740	250	240	74	Water, Ice	Fire	Water	Shrimp (50%), Pine Gel (8%)	57
Sorcerer	77	1,200	32	100	60	120	20	—	—	—	Strawberry (40%), Orange Gel (8%)	23

Creature	No.	HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attacks	Item Dropped	Page No.
Sorceress	129	2,100	54	300	80	150	40	Fire	—	—	Milk (50%), Charm Bottle (15%)	—
Specter	16	1,900	36	90	80	140	40	Ice, Shadow	Fire, Light	Ice	Life Bottle (8%), Spectacles (8%)	22
Spiral	248	45,000	1,000	3,000	230	400	100	—	—	—	Faerie Ring (100%), Orange Gel (100%)	68
Spirillum	176	12,000	484	1,430	380	450	0	Shadow	Fire	—	Lemon Gel (10%), Pine Gel (3%)	87
Spirit	204	7,200	220	865	400	320	0	Shadow	Light	—	Pine Gel (8%), Miracle Gel (5%)	71
Sprite	93	580	16	40	50	40	0	Fire, Shadow	Water, Light	—	Apple Gel (15%),Orange Gel (8%)	18
Squire	126	10,000	510	1,155	420	400	96	—	—	—	Spectacles (20%), Kirima (13%)	—
Starfish	63	1,940	27	60	96	124	72	Water	Volt	Water	Apple Gel (10%)	26
Stinger	137	12,000	625	1,600	480	500	75	Water, Earth	Fire	—	Panacea Bottle (8%), Lemon Gel (15%)	92
Storm Claw	89	7,800	233	940	350	470	115	Water, Wind, Volt	Fire, Light	—	Egg (35%), Lemon Gel (10%)	87
Striker	1	1,200	27	72	88	140	43	—	Volt	—	Bread (35%), Apple Gel (15%)	23
Stronghorn	181	7,600	196	1,020	200	400	0	Earth	Water	—	Lemon Gel (12%), Lovely Mitten (7%)	67
Super Star	189	12,000	484	1,232	420	600	72	Water, Fire	Volt	Water	Pine Gel (10%), Reverse Doll (10%)	87
Swampthing	185	11,200	695	2,440	480	500	0	Earth, Shadow	Wind, Light	Earth	Lemon Gel (10%), Pine Gel (3%)	85
Sword Soldier	3	780	14	63	80	110	50	—	Volt	—	Bread (40%), Long Sword (2%)	18
Sylph	47	6,600	1,929	0	170	200	80	Water, Wind, Fire, Ice, Volt	Earth	Wind	Protect Ring (100%), Life Bottle (100%)	33
Tallman	98	8,000	181	666	300	400	83	Volt, Shadow	Light	—	Miracle Gel (12%), Purple Satay (9%)	62
Tarantula	218	3,800	68	160	210	230	77	Water, Earth	Ice	Water	Lemon Gel (10%), Panacea Bottle (13%)	—
Tentacle Plant	136	7,000	127	812	280	350	75	Wind, Light	Fire	—	Panacea Bottle (8%), Amango (25%)	—
Tentacles	239	11,600	1,250	1,360	465	560	100	Water, Shadow	Light	—	Kiwi (15%), Mental Bracelet (5%)	—
Termigun	131	13,400	756	2,500	520	470	50	Water	Ice	—	Lemon Gel (20%), Pine Gel (13%)	85
Terror	113	5,000	140	500	280	400	0	—	—	Volt	Panacea Bottle (10%)	57
Tetratusk	144	3,500	92	420	180	240	40	Earth	—	—	Tusk Meat (50%), Protect Ring (8%)	45
Thug	10	1,000	21	80	82	120	50	—	—	—	Spectacles (25%), Apple Gel (12%)	23
Thunder Sword	194	11,000	756	2,100	420	550	0	Volt	Water, Wind	Volt	Black Satay (15%), Dao Blade (1%)	85
Toriton	191	8,500	322	1,020	400	480	0	Water	Volt	Water	Pine Gel (10%), Miracle Gel (5%)	71
Trent	158	11,000	158	740	320	480	73	Water, Earth	Fire	Earth	Apple Gel (12%), Kirima (35%)	—
Trigon	187	12,000	1,800	2,810	450	600	0	Fire, Earth, Shadow	Light	Shadow	Lavender (10%), Bellebane (11%)	—
Troll	4	2,400	36	200	200	140	48	Fire, Earth	Ice	—	Apple Gel (15%), Savory (1%)	27
Tropics Worm	173	4,200	58	155	180	200	58	Water, Earth	Volt	—	Apple Gel (15%), Orange Gel (8%)	—
Turnturtle	175	14,000	510	1,360	450	400	32	Water	Ice, Volt	—	Lemon Gel (12%), Bellebane (1%)	124
Tzin	114	8,630	484	1,200	380	500	50	Water, Fire	Volt	Water	Shrimp (35%), Apple Gel (15%)	124
Undine	24	6,800	1,360	0	100	268	50	Water, Wind, Fire, Earth, Ice	Volt	Water	Talisman (100%), Mental Bracelet (100%)	26
Valkyrie	40	32,000	32,768	0	250	1,000	100	All	—	—	—	91
Venom	109	4,100	166	1,130	240	400	0	Fire	Ice	—	Panacea Bottle (10%), Tomato (20%)	63
Violent Viper	38	4,530	82	440	200	270	0	Wind, Earth	—	—	Apple Gel (15%), Mélange Gel (10%)	39
Volt	46	54,321	3,600	0	218	508	160	Wind, Fire, Earth, Ice, Volt, Light, Shadow	Water	Volt	Holy Symbol (100%), Rune Bottle (100%)	65
Voltic	25	1,800	85	181	120	210	80	Fire	Water, Ice	—	Flare Bottle (12%)	36
Warbear	222	3,200	32	100	150	200	0	Earth, Ice	Fire, Light	—	Bear Meat (20%), Apple Gel (90%)	23
Warcroid	53	2,200	36	90	110	150	0	Shadow	Light	—	Tofu (25%), Ranseur (8%)	—
Warrior	23	3,400	54	200	130	150	46	—	—	—	Spectacles (35%), Bread (35%)	—
Whyte	197	9,500	212	1,100	400	400	0	Ice, Shadow	Fire, Light	—	Pasta (15%), Pine Gel (5%)	67
Will O' Wisp	178	1,800	54	260	120	150	0	Fire	Water, Light	—	Apple Gel (10%), Lemon Gel (5%)	32
Witch	5	450	14	72	63	22	52	Ice	Fire	—	Spectacles (25%), Pasta (45%)	18
Wizard	133	9,800	620	1,000	100	600	200	—	—	—	Rune Bottle (25%), Savory (3%)	—
Woods Worm	50	1,700	24	100	100	141	58	Earth	—	—	Apple Gel (15%), Orange Gel (8%)	24
Wyvern	82	3,500	82	650	200	300	50	Fire	Ice	Fire	Apple Gel (15%), Lemon Gel (15%)	39
Zeibel	243	540	0	0	110	90	112	—	—	—	—	—
Zombie	69	1,300	14	60	90	20	0	Ice, Shadow	Fire, Light	Shadow	Apple Gel (20%), Orange Gel (5%)	18



WEAPONS

A wide variety of weapons await you. Some have incredible magical properties, while others are the product of outstanding craftsmanship. Not all weapons are usable by all characters.

When you equip a weapon, the Battle screen displays that weapon. The difference between weapon types is far more than cosmetic. Each weapon type has unique strengths and weaknesses, from close combat range to specific types of attack damage. Take these differences into account when choosing your weapon.

Character Weapons

Only specific characters can use certain weapon types. No weapon can be used by more than one character. The following list indicates who can use which weapons:

Reid: Swords, Axes, Halberds, Long Swords, Spears
Meredy: Whistles
Chat: Bags
Farah: Knuckles
Keele: Maces, Rods
Max: Guns

Swords

Swords offer an excellent mix of Slashing and Thrusting attacks. These weapons offer the greatest flexibility, as they can inflict solid damage regardless of your attack strategy. The only drawback of a sword is its average striking range.

Weapon	Slash	Thrust	Defense	Accuracy	Evade	Luck	Attributes	Special
Bastard Sword	180	175	0	0	0	0	—	—
Dao Blade	295	285	0	0	0	0	—	—
Destroyer	440	440	0	0	0	0	—	Increased chance of critical hit
Earth Blade	410	405	0	0	0	0	Earth	—
Eternal Sword	890	850	0	0	0	0	Time	Occasionally casts Spell Casting x2 when the enemy is hit
Excalibur	615	590	0	0	0	5	Light	Occasionally regenerates 4% of HP when the enemy is hit
Flamberge	320	320	0	0	0	0	Fire	Occasionally shoots Fireballs
Flame Sword	610	605	0	5	0	0	Fire	—
Ice Coffin	475	460	0	15	0	0	Ice	—
Knight Saber	150	130	0	0	0	0	—	—
Last Fencer	765	758	0	10	3	5	—	Occasionally regenerates 4% of HP when the enemy is hit
Long Sword	70	70	0	0	0	0	—	—
Nimble Rapier	200	320	0	10	0	0	—	—
Ninja Sword	740	720	0	10	0	0	—	—
Ogre Sword	500	470	0	0	0	0	—	—
Rapier	80	140	0	10	0	0	—	—
Saber	105	85	0	5	0	0	—	—
Shamsel	260	200	0	0	0	0	—	—
Saw Saber	355	350	0	5	0	0	—	—
Voltic Sword	550	565	0	10	0	0	Volt	—
Vorpal Sword	735	710	0	0	0	0	Water	—

Long Swords

Long Swords are brutal, clumsy weapons that emphasize power over accuracy. Damage for Long Swords is balanced and comparatively high to other weapons. However, this power comes at a high price, as every Long Sword contains a severe accuracy penalty.

Weapon	Slash	Thrust	Defense	Accuracy	Evade	Luck	Attributes	Special
Dragon Vein	670	650	0	-30	0	0	Shadow	Sparkling blade
Great Sword	390	370	0	-20	-3	0	—	—
Hero Cane	790	740	0	-20	0	5	—	—
Mystic Sword	865	840	5	-10	0	0	Water	Occasionally hurls the enemy

Long Swords con't.

Weapon	Slash	Thrust	Defense	Accuracy	Evade	Luck	Attributes	Special
Soul Eater	490	430	0	-30	0	0	Shadow	Occasionally causes instant death to enemy
Steel Sword	330	240	0	-20	-2	0	—	—

Spears

Spears offer excellent range in close combat and strong Thrusting damage. If you lean toward Thrust-heavy combo attacks, make a spear your weapon of choice.

Weapon	Slash	Thrust	Defense	Accuracy	Evade	Luck	Attributes	Special
Arc Wind	170	320	0	5	0	0	Wind	Occasionally reduces the Defense of the enemy hit
Demon Javelin	320	520	0	5	0	0	Shadow	—
Dragger Lance	400	680	0	0	0	0	—	Rumored to slay dragons
Flame Spear	500	780	0	0	0	0	Fire	Occasionally shoots Fireballs
Gungnille	600	999	0	5	0	0	—	Occasionally reduces the Defense of the enemy hit
Long Spear	66	130	0	0	0	0	—	—
Ogre Lance	300	450	0	5	0	0	Earth	—
Partisan	155	260	0	10	0	0	—	—
Ranseur	80	230	0	0	0	0	—	—
Short Lance	100	220	0	5	0	0	—	—
Short Spear	50	85	0	0	0	0	—	—
Trident	240	400	0	0	0	0	Water	—

Axes

Axes cause stronger Slashing damage, with comparatively weak Thrusting damage. These are the best weapons for combos involving heavy Slashing. However, due to the low Thrusting damage, Axes lack flexibility in combat.

Weapon	Slash	Thrust	Defense	Accuracy	Evade	Luck	Attributes	Special
Bardis	410	300	0	0	0	0	—	—
Battle Axe	190	60	0	5	0	0	—	—
Battle Pick	480	200	0	0	0	0	—	—
Crescent Axe	300	140	0	0	0	0	—	Occasionally hurls the enemy
Francesca	110	70	0	0	0	0	—	—
Gaia Cleaver	999	500	0	-5	0	0	Earth	Occasionally reduces the Defense of the enemy hit
Hand Axe	75	60	0	0	0	0	—	—
Strike Axe	680	320	0	-5	0	0	Volt	Occasionally causes Stun on the enemy

Halberds

Halberds offer the balanced attack damage of a sword, with the extended close combat range of a spear. The only major disadvantage to Halberd-class weapons is relatively poor accuracy.

Weapon	Slash	Thrust	Defense	Accuracy	Evade	Luck	Attributes	Special
Deck Brush	200	200	0	30	0	0	Wind	—
Halberd	300	300	0	-5	0	0	—	—
Heavy Grave	220	220	0	-10	0	0	—	—
Merenol	510	515	0	-10	0	0	Volt	Occasionally casts Lightning
Pole Axe	120	120	0	-15	0	0	—	—

Halberds con't.

Weapon	Slash	Thrust	Defense	Accuracy	Evade	Luck	Attributes	Special
Saintly Halberd	630	630	0	-15	0	8	—	Occasionally causes Freeze on the enemy
War Hammer	370	370	0	-10	0	0	—	—

Maces

Maces are used exclusively by Keele, a Craymel Mage. Although Keele rarely engages in close combat, the Mace offers him a potent weapon when he does.

Weapon	Attack	Intelligence	Defense	Accuracy	Evade	Luck	Attributes	Special
Mace	110	0	0	0	0	0	—	—
Star Mace	650	5	0	0	0	5	Elemental	Leaves trail of stars

Rods

Rods are a class of weapon used exclusively by Keele. They offer moderate damage, and a reasonably good close combat range.

Weapon	Atk	Int	Def	Accuracy	Evade	Luck	Attributes	Special
Crystal Rod	740	0	0	0	0	0	—	Occasionally regenerates 1% TP when enemy is hit
Gem Rod	200	0	0	0	0	0	—	—
Holy Staff	480	0	0	0	0	8	Light	Occasionally regenerates 4% HP when an enemy is hit
Rod	40	0	0	0	0	0	—	—
Ruby Wand	260	0	0	0	0	0	—	—
Skull Staff	380	5	0	0	0	-10	—	Occasionally reduces Luck of the enemy hit

Daggers

Daggers are among the easiest weapons to handle, represented by their impressive accuracy bonuses. They have balanced attack damage, much like swords and halberds. The only disadvantage of dagger weapons is the comparatively limited close combat range.

Weapon	Slash	Thrust	Def	Accuracy	Evade	Luck	Attributes	Special
Assault Dagger	250	260	0	30	0	0	Wind	Occasionally casts Wind Cutter
Crystal Dagger	650	650	0	30	0	0	—	Occasionally regenerates 1% TP
Gladius	320	310	0	20	0	0	—	—
Gnome Pick	390	360	0	30	0	0	Earth	Occasionally casts Grave
Hydra Dagger	160	170	0	30	0	0	Water	—
Katar	450	450	0	20	2	0	—	—
Short Sword	50	40	0	30	0	0	—	—

Knuckles

Knuckles are used exclusively by Farah and integrate perfectly with her style of martial arts. Knuckles emphasize minor Punching damage over Kicking. These are also very nimble weapons, as illustrated by the frequent accuracy bonuses.

Weapon	Slash	Thrust	Def	Accuracy	Evade	Luck	Attributes	Special
Bear Claw	325	320	0	8	0	0	—	—
Bone Knuckles	300	295	0	2	0	-6	Shadow	Occasionally reduces Luck of enemy hit
Chain Arms	90	92	0	5	0	0	—	—
Crystal Shell	400	420	0	5	0	0	—	—
Diamond Fist	660	635	0	7	0	0	—	—
Dragon Fang	470	440	0	10	0	0	—	—
Flare Arms	580	620	0	7	0	0	Fire	Occasionally shoots Fireballs

Knuckles con't.

Weapon	Slash	Thrust	Defense	Accuracy	Evade	Luck	Attributes	Special
Ghost Shell	365	360	0	0	0	-10	Shadow	Occasionally causes instant death to enemy
Iron Arms	180	165	0	2	0	0	—	—
Kaiser Knuckles	760	725	0	10	0	0	—	—
Leather Arms	60	68	0	2	0	0	—	—
Mythril Arms	515	530	0	5	0	0	—	—
Needle Glove	210	180	0	5	0	0	—	—
Omni Weapon	800	805	0	7	0	10	Light	Occasionally regenerates 4% HP when enemy is hit
Poison Thorn	118	125	0	7	0	0	—	Occasionally poisons the enemy
Power Arms	67	75	0	3	0	0	—	—
Silver Knuckle	275	255	0	10	0	0	—	—
Venom	240	215	0	3	0	0	—	Occasionally causes Stun on the enemy

Whistles

Whistles are used exclusively by Meredy to command her faithful companion Quickie to attack in battle. Upgrades for this weapon type are few and far between, so take advantage of every opportunity to step up to a more powerful version.

Weapon	Atck	Int	Def	Accuracy	Evade	Luck	Attributes	Special
Bird Whistle	160	0	0	0	0	0	—	—
Chirp Whistle	100	0	0	-5	0	5	—	—
Eternia Melody	750	5	0	0	0	0	Time	—
Memory Whistle	300	0	0	0	0	0	—	—
Pretty Whistle	200	0	0	0	0	8	—	—
Trumpet	460	0	0	0	0	0	—	Occasionally causes KO
Twinkle Flute	580	3	0	0	0	8	—	—
Whistle	35	0	0	-3	0	0	—	—

Guns

Guns are used exclusively by Max. You can use guns at range.

Weapon	Atck	Int	Def	Accuracy	Evade	Luck	Attributes	Special
Assault Shot	485	0	0	0	0	0	—	User must be in front line of battle
Grand Magnum	610	0	0	0	0	0	—	—
Impulse Cannon	700	0	0	0	0	0	—	Occasionally hurls the enemy
Mega Launcher	955	0	0	0	0	0	—	Occasionally causes KO
Photon Ray	840	0	0	0	0	0	—	Occasionally reduces Defense of the enemy hit
Plasma Cannon	525	0	0	0	0	0	Volt	—

Bags

Bags are specialized "weapons" that allow Chat to use the power of the Craymels. Bag upgrades are as rare as those of whistle-class weapons. Never pass an opportunity to acquire an improved version of this weapon.

Weapon	Atck	Int	Def	Accuracy	Evade	Luck	Attributes	Special
Big Bag	480	0	0	0	0	0	—	—
Chat Bag	315	0	0	0	0	0	—	—
Luck Bag	720	0	0	0	0	30	—	—
Tote Bag	400	0	0	0	0	0	—	—
Wonder Bag	780	0	0	0	0	8	—	Occasionally regenerates 1% TP when enemy is hit

ARMOR

Armor absorbs damage when a character is hit. Some types of armor help prevent blows from landing with Evade bonuses. Not all armor types are usable by all characters.

Character Armor

Only specific characters can use certain types of armor. The following list indicates who can use which armor:

Reid: Armor, Helms, Shields
Farah: Cloaks, Ribbons, Mittens, Bracelets
Meredy: Cloaks, Ribbons, Mittens, Bracelets
Keele: Robes, Circlets, Bracelets
Chat: Cloaks, Berets, Mittens, Bracelets
Max: Robes, Helms, Bracelets

Armor

Armor fits over the body, protecting its user from most physical damage. Only Reid can wear armor.

Armor	Attack	Intelligence	Defense	Accuracy	Evade	Luck	Attributes	Special
Battle Suit	0	0	22	0	-3	0	—	—
Chain Mail	0	0	10	0	0	0	—	—
Golden Armor	0	0	49	0	0	0	Water, Wind, Fire, Light	—
Hard Leather	0	0	4	0	0	0	—	—
Mumbane	0	0	42	0	0	0	Earth, Ice, Volt, Shadow	—
Mythril Plate	0	0	37	0	-3	0	—	—
Plate Mail	0	0	18	0	-3	—	—	
Protector	0	0	7	0	0	0	—	—
Rare Plate	0	0	38	0	-5	—	—	
Reflect	0	0	35	0	-3	0	Time	—
Ring Mail	0	0	13	0	0	0	—	—
Silver Plate	0	0	28	0	-5	0	—	—
Soft Leather	0	0	2	0	0	0	—	—
Splint Mail	0	0	15	0	0	0	—	—

Cloaks

Cloaks are the primary form of protection for Farah, Meredy, and Chat. They are light and easy to move in, often offering a strong Evade bonus.

Cloak	Atk	Int	Def	Accuracy	Evade	Luck	Attributes	Speciall
Amber Cloak	0	0	10	0	10	0	—	—
Cloak	0	0	5	0	0	0	—	—
Holy Cloak	0	0	25	0	0	5	—	Restores 5% HP every 8 seconds in battle
Mythril Mesh	0	2	35	0	5	0	—	—
Silk Cloak	0	1	10	0	0	2	—	—
Silver Cloak	0	0	16	0	7	0	—	—
Star Cloak	0	3	40	0	0	0	Elemental	—
White Cloak	0	0	8	0	5	0	—	—

Robes

Robes are light garments that protect the body from harm. Only Keele and Max can wear robes.

Robe	Atk	Int	Def	Accuracy	Evade	Luck	Attributes	Special
Bloody Robes	0	0	14	0	5	0	Shadow	—
Crystal Robes	0	0	12	0	2	0	—	—
Feather Robe	0	0	9	0	3	2	—	—
Misty Robe	0	0	14	0	0	0	—	—
Moon Robe	0	3	28	0	0	0	—	Reduces TP loss by 1/3
Robe	0	0	12	0	1	0	—	—
Scale Robe	0	0	22	0	0	0	—	Protects against Poison and Weak
Spirit Robe	0	0	34	0	5	0	Resists all	—

Shields

Shields increase Reid's overall defensive rating, as well as allow him to block attacks. A blocked attack does only a quarter of its normal damage. In addition, shields often make Reid harder to hit, as represented by an Evade bonus.

Shield	Attack	Intelligence	Defense	Accuracy	Evade	Luck	Attributes	Special
Apple Shield	0	0	0	0	10	5	—	—
Beam Shield	0	0	32	0	12	0	—	High defensive rating
Blue Shield	0	0	12	0	32	0	—	—
Buckler	0	0	4	0	2	0	—	—
Chaos Shield	0	0	40	0	2	-5	—	—
Fine Shield	0	0	18	0	8	0	—	—
Kite Shield	0	0	13	0	5	0	—	—
Lid Shield	0	0	2	0	0	0	Fire	—
Omega Shield	0	0	10	0	4	0	—	Restores 5% HP every 8 seconds in battle
Order Shield	0	0	26	0	10	0	—	—
Rare Shield	0	0	10	0	28	5	—	—
Red Shield	0	0	28	0	0	4	—	—
Round Shield	0	0	9	0	3	0	—	—
Square Shield	0	0	6	0	8	0	Fire	—
Star Shield	0	0	30	0	10	0	Shadow	—
Storm Shield	0	0	6	0	3	0	Wind	—
Wooden Shield	0	0	3	0	1	0	—	—

Bracelets

Bracelets are the primary active defense for every character except Reid. Although smaller than shields, bracelets are often imbued with powerful magical energies.

Bracelet	Attack	Intelligence	Defense	Accuracy	Evade	Luck	Attributes	Special
Angel Bracelet	0	0	18	0	0	8	—	—
Bracelet	0	0	5	0	0	0	—	—
Diamond Armlet	0	0	14	0	0	0	—	—
Gold Bracelet	0	0	8	0	0	0	—	—
Iron Wrist	0	0	3	0	0	0	—	—
Lapis Bracelet	0	2	11	0	0	2	—	—
Mythril Bracelet	0	2	22	0	0	0	—	—
Star Bracelet	0	0	26	0	0	0	—	—
Wristband	0	0	1	0	0	0	—	—

Mittens

Mittens are heavy gloves worn by Farah, Meredy, and Chat. You cannot wear mittens and bracelets at the same time.

Mitten	Atk	Int	Def	Accuracy	Evade	Luck	Attributes	Special
Cute Mitten	0	0	15	5	5	5	—	Restores 5% HP every 8 seconds in battle
Kitchen Mitten	0	0	5	0	5	0	Fire	—
Lovely Mitten	0	0	12	0	5	3	Light, Shadow	—
Pretty Mitten	0	0	9	0	2	10	—	—

Helms

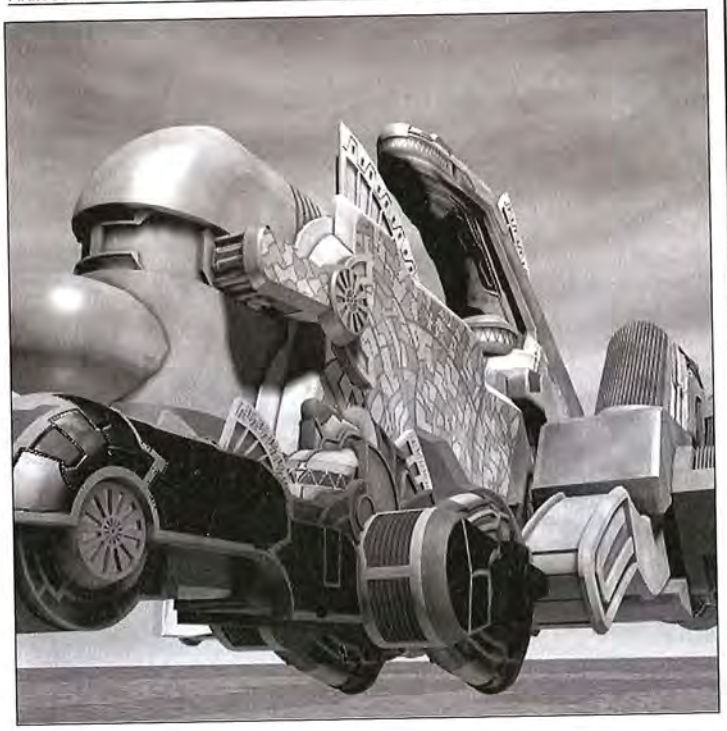
Reid and Max can use helms to protect their heads from injury.

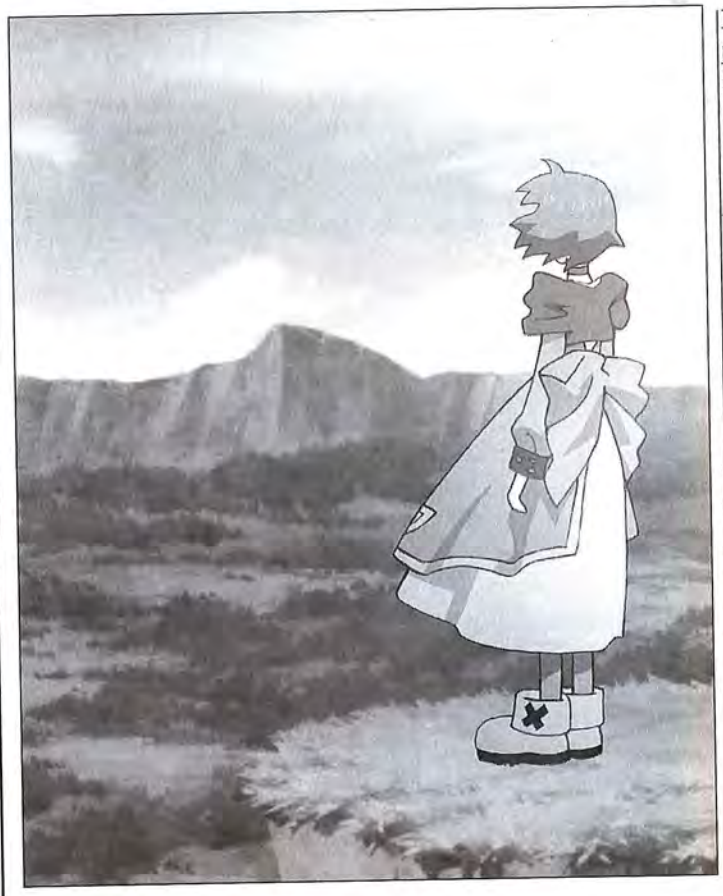
Helm	Atk	Int	Def	Accuracy	Evade	Luck	Attributes	Special
Ahmet Helm	0	0	5	0	0	0	—	—
Cross Helm	0	0	10	0	0	0	—	—
Duel Helm	0	0	14	0	0	0	—	—
Golden Helm	0	0	24	0	5	0	—	—
Iron Helm	0	0	3	0	0	0	—	—
Leather Helm	0	0	1	0	0	0	—	—
Mythril Helm	0	2	18	0	0	0	—	—
Rare Helm	0	0	20	0	0	0	—	Protects against Stun
Star Helm	0	0	28	0	3	2	—	—

Berets

Berets are colorful yet protective hats worn only by Chat.

Beret	Atk	Int	Def	Accuracy	Evade	Luck	Attributes	Special
Airfread's Hat	0	0	12	0	0	0	—	—
Captain's Hat	0	0	24	0	12	0	—	—
Pirate's Hat	0	0	18	0	6	0	—	—





Ribbons

Ribbons grant Farah and Meredy special defensive bonuses.

Ribbon	Attack	Intelligence	Defense	Accuracy	Evade	Luck	Attributes	Special
Arche Ribbon	0	0	0	0	0	50	Water, Wind, Fire, Earth	—
Blue Ribbon	0	0	5	0	0	0	—	—
Magic Ribbon	0	5	26	0	3	0	—	—
Pretty Ribbon	0	0	20	0	5	5	—	—
Ribbon	0	0	2	0	0	0	—	—
Striped Ribbon	0	0	9	0	5	0	—	—
Tartan Ribbon	0	0	16	0	10	0	—	—

Circlets

Circlets increase Keele's intellect and his ability to avoid damage. Cress's Bandana is the only circlet that can be used by a character other than Keele.

Circlet	Atk	Int	Def	Accuracy	Evade	Luck	Attributes	Special
Circlet	0	4	1	0	0	0	—	—
Cress's Bandana	0	0	0	10	20	0	Time	For Reid only
Gold Circlet	0	8	2	0	0	0	—	Raises level of concentration
Holy Circlet	0	18	4	0	0	5	—	—
Mythril Circlet	0	12	3	0	0	0	—	—
Star Circlet	0	24	5	0	0	0	—	—

ITEMS

In the land of Eternia, you can find or purchase various helpful items.

note *When an item has N/A listed as its cost, it cannot be purchased, but can only be found or retrieved from a fallen enemy. This is common for the more powerful items, charms, and treasures.*

TOOLS

Medicine

Medicines either help restore HP and TP, or cure abnormalities. You can also use some rare herbs to permanently improve the attributes of your characters.

APPLE GEL
Cost: 100 Gald
Selling Price: 50 Gald
Effect: Restores HP to 30 percent of maximum

BELLEBANE
Cost: N/A
Selling Price: 800 Gald
Effect: Permanently increases Evade by +1

ELIXIR
Cost: N/A
Selling Price: 10,000 Gald
Effect: Completely restores HP and TP

LAVENDER
Cost: N/A
Selling Price: 1,000 Gald
Effect: Permanently increases Strength by +1

LEMON GEL
Cost: 2,500 Gald
Selling Price: 1,250 Gald
Effect: Restores HP to 60 percent of maximum

MÉLANGE GEL
Cost: 1,000 Gald
Selling Price: 500 Gald
Effect: Restores HP and TP to 30 percent of maximum

MIRACLE GEL
Cost: 6,000 Gald
Selling Price: 3,000 Gald
Effect: Restores HP and TP to 60 percent of maximum

ORANGE GEL
Cost: 200 Gald
Selling Price: 100 Gald
Effect: Restores TP to 30 percent of maximum

PINE GEL
Cost: 3,000 Gald
Selling Price: 1,500 Gald
Effect: Restores TP to 60 percent of maximum

RED BELLEBANE
Cost: N/A
Selling Price: 1,450 Gald
Effect: Permanently increases Evade by +2

RED LAVENDER
Cost: N/A
Selling Price: 1,800 Gald
Effect: Permanently increases Strength by +2

RED SAGE
Cost: N/A
Selling Price: 1,000 Gald
Effect: Permanently increases maximum HP by 10 percent

RED SAVORY
Cost: N/A
Selling Price: 1,400 Gald
Effect: Permanently increases maximum TP by 10 percent

SAGE
Cost: N/A
Selling Price: 600 Gald
Effect: Permanently increases maximum HP by 5 percent

SAVORY
Cost: N/A
Selling Price: 800 Gald
Effect: Permanently increases maximum TP by 5 percent

TUNA GEL
Cost: 150 Gald
Selling Price: 75 Gald
Effect: Periodically regenerates some HP (although HP recovery is permanent, the regenerative effects are temporary)

Medicinal Items

BANREA
Cost: N/A
Selling Price: 1,000 Gald
Effect: Revives a dead ally, completely restores HP and TP, and cures poison, Stun, Freeze, and Weak

COLAIN'S POT
Cost: N/A
Selling Price: 300 Gald
Effect: Random—same as Dark Pot dish in Cooking menu

DRIED PEELS
Cost: N/A
Selling Price: 400 Gald
Effect: Completely restores HP and TP

FIREWOOD BUG
Cost: N/A
Selling Price: 100 Gald
Effect: Cures Poison, Stun, and Weak

GOAT HORN
Cost: N/A
Selling Price: 180 Gald
Effect: Revives a dead ally

SNOW TOMATOES
Cost: N/A
Selling Price: 100 Gald
Effect: Restores TP to 10 percent of maximum

Bottles

CHARM BOTTLE
Cost: N/A
Selling Price: 1,250 Gald
Effect: Temporarily increases charm and charisma, and can be used in a shop for a 30 percent discount on purchases

DARK BOTTLE
Cost: 200 Gald
Selling Price: 100 Gald
Effect: Temporarily increases the chance of enemy encounters

> **tip** *Use Dark Bottles to increase your experience through frequent battles. It is also effective if you want to fight a monster that drops a valuable item when defeated.*

FLARE BOTTLE
Cost: 600 Gald
Selling Price: 300 Gald
Effect: Temporarily increases Attack by 30 percent, while reducing Defense by 20 percent

HOLY BOTTLE
Cost: 200 Gald
Selling Price: 100 Gald
Effect: Temporarily reduces the chance of enemy encounters

LIFE BOTTLE
Cost: 400 Gald
Selling Price: 200 Gald
Effect: Restores an ally that has fallen to 0 HP, either during or after combat

MIRACLE CHARM
Cost: N/A
Selling Price: 3,000 Gald
Effect: Greatly increases your charm and charisma, and can be used in a shop for a 50 percent discount on purchases

PANACEA BOTTLE
Cost: 160 Gald
Selling Price: 80 Gald
Effect: Cures all abnormal physical conditions, including Stun and Poison

RUNE BOTTLE
Cost: N/A
Selling Price: 2,400 Gald
Effect: Transforms one item into another

SYRUP BOTTLE
Cost: 1,200 Gald
Selling Price: 600 Gald
Effect: Protects against freeze, poison, and stun, but reduces Attack by 20 percent

Rune Bottle Transformations

Use Rune Bottles to transform an item into something else. When you use the Rune Bottle, a list of items it can be used on appears. The following table lists all of the possible transformations.

Original Item	Resulting Item
Apple Gel	*Orange Gel*
Aqua Cape	*Thunder Cape*
Bellebane	*Lavender*
Black Onyx	*Moon Crystal*
Blue Talisman	*Warrior Symbol*
Chaos Shield	*Order Shield*
Charm Bottle	*Mystic Charm*
Combo Command	*Step Ring*
Dark Bottle	*Holy Bottle*
Earth Shard	*Earth Crystal*
Elven Cape	*Smash Cape*
Faerie Ring	*Mystic Symbol*
Fire Shard	*Fire Crystal*
Flare Cape	*Aqua Cape*
Force Ring	*Reflect Ring*
Heal Bracelet	*Mental Bracelet*
Holy Bottle	*Dark Bottle*
Holy Symbol	*Mental Ring*
Lavender	*Bellebane*
Lemon Gel	*Pine Gel*
Light Shard	*Light Crystal*
Mélange Gel	*Miracle Gel*
Mental Bracelet	*Heal Bracelet*
Mental Ring	*Holy Symbol*
Miracle Gel	*Elixir*
Moon Crystal	*Black Onyx*
Mystic Symbol	*Faerie Ring*
Orange Gel	*Apple Gel*
Order Shield	*Chaos Shield*
Panacea Bottle	*Life Bottle*
Pine Gel	*Lemon Gel*
Protect Ring	*Resist Ring*
Red Bellebane	*Red Lavender*
Red Lavender	*Red Bellebane*
Red Sage	*Red Savory*
Red Savory	*Red Sage*
Reflect Ring	*Force Ring*
Resist Ring	*Protect Ring*
Reverse Doll	*Sephira*
Sage	*Savory*
Savory	*Sage*
Sephira	*Reverse Doll*
Shadow Shard	*Shadow Crystal*
Smash Cape	*Elven Cape*
Snow Shard	*Snow Crystal*
Step Ring	*Combo Command*
Technical Ring	*Step Ring*
Thief's Cape	*Elven Cape*
Thunder Cape	*Flare Cape*
Tuna	*Tuna Gel*
Volt Shard	*Volt Crystal*
Warrior Symbol	*Blue Talisman*
Water Shard	*Water Crystal*
Wind Shard	*Wind Crystal*

Items

ALL-DIVIDE
Cost: N/A
Selling Price: 1,000 Gald
Effect: Reduces damage of both allies and enemies by half

BUSH BABY
Cost: N/A
Selling Price: 1,200 Gald (initial bid at auction is 562 Jini)
Effect: High-value item at Jini Auction

BUTTON
Cost: N/A
Selling Price: 80 Gald (initial bid at auction of 882 Jini)
Effect: High-value item at Jini Auction

CRIB SHEET
Cost: 10,000 Gald
Selling Price: 100 Gald (initial bid at auction of 141 Jini)
Effect: High-value item at Jini Auction

DONIES POTPOURRI
Cost: N/A
Selling Price: 800 Gald (initial bid at auction of 218 Jini)
Effect: High-value item at Jini Auction

DRAMA SCRIPT
Cost: N/A
Selling Price: 1,500 Gald (initial bid at auction of 120 Jini)
Effect: High-value item at Jini Auction

EARTH CRYSTAL
Cost: N/A
Selling Price: 3,000 Gald
Effect: Increases Vitality of the Earth Craymel by +2

EARTH SHARD
Cost: N/A
Selling Price: 500 Gald
Effect: Increases Vitality of the Earth Craymel by +1

FACE POWDER
Cost: N/A
Selling Price: 200 Gald (initial bid at auction of 200 Jini)
Effect: High-value item at Jini Auction

FIRE CRYSTAL
Cost: N/A
Selling Price: 3,000 Gald
Effect: Increases Vitality of the Fire Craymel by +2

FIRE SHARD
Cost: N/A
Selling Price: 500 Gald
Effect: Increases Vitality of the Fire Craymel by +1

GOLDEN CHOKER
Cost: N/A
Selling Price: 1,200 Gald (initial bid at auction of 155 Jini)
Effect: High-value item at Jini Auction

HOURGLASS
Cost: 100,000 Gald
Selling Price: 3,000 Gald
Effect: Temporarily freezes enemy movement during battle

LIGHT CRYSTAL
Cost: N/A
Selling Price: 3,000 Gald
Effect: Increases Vitality of the Light Craymel by +2

LIGHT SHARD
Cost: N/A
Selling Price: 500 Gald
Effect: Increases Vitality of the Light Craymel by +1

LOSAGNA'S DRESS
Cost: N/A
Selling Price: 800 Gald (initial bid at auction of 368 Jini)
Effect: High-value item at Jini Auction

SHADOW CRYSTAL
Cost: N/A
Selling Price: 3,000 Gald
Effect: Increases Vitality of the Shadow Craymel by +2

SHADOW SHARD
Cost: N/A
Selling Price: 500 Gald
Effect: Increases Vitality of the Shadow Craymel by +1

SILVER CAGE
Cost: N/A
Selling Price: N/A
Effect: Necessary to activate Aifread's Platform

SNOW CRYSTAL
Cost: N/A
Selling Price: 3,000 Gald
Effect: Increases Vitality of the Ice Craymel by +2

SNOW SHARD
Cost: N/A
Selling Price: 500 Gald
Effect: Increases Vitality of the Ice Craymel by +1

SPECTACLES
Cost: 50 Gald
Selling Price: 25 Gald
Effect: Scans an enemy's HP and attributes during combat

UCHIWA
Cost: N/A
Selling Price: 100 Gald (initial bid at auction of 440 Jini)
Effect: High-value item at Jini Auction

VOLT CRYSTAL
Cost: N/A
Selling Price: 3,000 Gald
Effect: Increases Vitality of the Lightning Craymel by +2

VOLT SHARD
Cost: N/A
Selling Price: 500 Gald
Effect: Increases Vitality of the Lightning Craymel by +1

WATER CRYSTAL
Cost: N/A
Selling Price: 3,000 Gald
Effect: Increases Vitality of a the Water Craymel by +2

WATER SHARD
Cost: N/A
Selling Price: 500 Gald
Effect: Increases Vitality of the Water Craymel by +1

WIND BELL
Cost: N/A
Selling Price: 400 Gald (initial bid at auction of 200 Jini)
Effect: High-value item at Jini Auction

WIND CRYSTAL
Cost: N/A
Selling Price: 3,000 Gald
Effect: Increases Vitality of the Wind Craymel by +2

WIND SHARD
Cost: N/A
Selling Price: 500 Gald
Effect: Increases Vitality of the Wind Craymel by +1

EQUIPMENT

Amulets

BLUE TALISMAN
Cost: N/A
Selling Price: 16,000 Gald
Effect: Increases Defense by 10 percent

CANCELER
Cost: N/A
Selling Price: 30,000 Gald
Effect: For Max only—allows Max to do special attack combos in the order of Lv1 skill, Lv2 skill, and Lv3 skill

COMBO COMMAND
Cost: N/A
Selling Price: 6,000 Gald
Effect: For characters other than Keele and Meredy—allows you to execute special techniques by inputting commands

DRAIN CHARM
Cost: N/A
Selling Price: 18,000 Gald
Effect: Prevents infirmities, including declines in Accuracy, Defense, and Spell Casting

FREEZE CHARM
Cost: 20,000 Gald
Selling Price: 10,000 Gald
Effect: Prevents freeze

HEAL BRACELET
Cost: N/A
Selling Price: 12,000 Gald
Effect: Recovers 8 percent of HP when you defeat an enemy

MENTAL BRACELET
Cost: N/A
Selling Price: 12,000 Gald
Effect: Recovers 3 percent of TP when you defeat an enemy

PICO REVENGE
Cost: N/A
Selling Price: 25,000 Gald
Effect: For Chat only—allows a Pow Hammer to randomly appear when you receive damage

POISON CHARM
Cost: 6,000 Gald
Selling Price: 3,000 Gald
Effect: Protects against HP-reducing Poison and TP-reducing Weak attacks

STUN CHARM
Cost: 24,000 Gald
Selling Price: 12,000 Gald
Effect: Protects against Stun

TALISMAN
Cost: N/A
Selling Price: 8,000 Gald
Effect: Increases Defense by 5 percent

TECHNICAL RING
Cost: N/A
Selling Price: 6,000 Gald
Effect: For Meredy only—allows Meredy to attack with Quickie while in the guard position

WAKEUP CHARM
Cost: N/A
Selling Price: 14,000 Gald
Effect: Halves the duration of unconsciousness

Boots

ELVEN BOOTS
Cost: N/A
Selling Price: 8,000 Gald
Effect: Increase movement speed during battle by 20 percent (super light boots)

JET BOOTS
Cost: N/A
Selling Price: 12,000 Gald
Effect: Increase not only walking speed on the Field screen, but also overall movement speed during battle by 50 percent; add +8 to Evade and +8 to Defense

PERSHA BOOTS
Cost: N/A
Selling Price: 38,000 Gald
Effect: Reduces all damage by 30 percent (in the shape of a cat's paw)

WATERCLOUD
Cost: N/A
Selling Price: 10,000 Gald
Effect: Reduces Water elemental damage by 50 percent

Capes

AQUA CAPE
Cost: N/A
Selling Price: 8,000 Gald
Effect: Reduces Water and Ice elemental damage by 30 percent

CAPE
Cost: 30 Gald
Selling Price: 15 Gald
Effect: Adds +1 to Defense (standard equipment for rookies)

CELESTI CAPE
Cost: N/A
Selling Price: 10,000 Gald
Effect: Protects against Earth, Ice, and Volt, but increases vulnerability to Water, Wind, and Fire

ELVEN CAPE
Cost: N/A
Selling Price: 8,000 Gald
Effect: Increases Defense by +12, Evade by +10, and Luck by +20

FLARE CAPE
Cost: N/A
Selling Price: 8,000 Gald
Effect: Reduces Fire elemental damage by 30 percent and increases resistance to Earth elemental attacks

INFERI CAPE
Cost: N/A
Selling Price: 10,000 Gald
Effect: Protects against Water, Wind, and Fire, but increases vulnerability against Earth, Ice, and Volt

LEATHER CAPE
Cost: 100 Gald
Selling Price: 50 Gald
Effect: Increases Defense by +3

SMASH CAPE
Cost: N/A
Selling Price: 8,000 Gald
Effect: Increases charm and allows you to receive an extra bonus for Technical Smashes

THIEF'S CAPE
Cost: 2,400 Gald
Selling Price: 1,200 Gald
Effect: Increases Defense by +5 and Evade by +5

THUNDER CAPE
Cost: N/A
Selling Price: 8,000 Gald
Effect: Reduces Lightning elemental damage by 30 percent and protects against Wind attacks

Rings

EMERALD RING
Cost: N/A
Selling Price: 24,000 Gald
Effect: Reduces TP consumption by one-third

FAERIE RING
Cost: N/A
Selling Price: 48,000 Gald
Effect: Reduces TP consumption by half

FORCE RING
Cost: N/A
Selling Price: 24,000 Gald
Effect: Reduces physical damage by 20 percent

MENTAL RING
Cost: N/A
Selling Price: 20,000 Gald
Effect: Periodically regenerates TP by 1 percent of maximum

PROTECT RING
Cost: N/A
Selling Price: 8,000 Gald
Effect: Reduces physical damage by 10 percent

REFLECT RING
Cost: N/A
Selling Price: 24,000 Gald
Effect: Reduces elemental attack damage by 20 percent

RESIST RING
Cost: N/A
Selling Price: 14,000 Gald
Effect: Reduces elemental attack damage by 10 percent

RESUME RING
Cost: N/A
Selling Price: 10 Gald
Effect: Increases TP by 1 percent of maximum every four seconds during battle. When HP reaches 0, recovers 79 percent of maximum HP a certain percentage of the time. This can be calculated by taking Luck and dividing by two.

REVIVERSER
Cost: N/A
Selling Price: 32,000 Gald
Effect: Allows you to press ■ immediately after an enemy blow to reduce damage

note *■ is the default Guard button. If you customized the controls, the button you assigned Guard to will activate the features of both the Reviverser and the Step Ring.*

STEP RING
Cost: N/A
Selling Price: 6,000 Gald
Effect: Enables you to step back by pressing ■ and ⇩ at the same time

Dolls

REVERSE DOLL
Cost: 642 Gald
Selling Price: 321 Gald
Effect: Automatically resurrects you from the dead

SEPHIRA
Cost: N/A
Selling Price: 16,500 Gald
Effect: Earns you twice as much Gald when equipped

Jewels

BLACK ONYX
Cost: N/A
Selling Price: 16,000 Gald
Effect: Increases maximum HP by 30 percent

MAGIC MIST
Cost: 6,000 Gald
Selling Price: 3,000 Gald
Effect: Increases getaway speed by 50 percent

MOON CRYSTAL
Cost: N/A
Selling Price: 18,000 Gald
Effect: Increases maximum TP by 30 percent

Symbols

DEMON'S SEAL
Cost: N/A
Selling Price: 123 Gald
Effect: Allows you to earn double experience, but afflicts user with two random abnormalities during combat

DERRIS EMBLEM
Cost: N/A
Selling Price: 100,000 Gald
Effect: Allows your noncombo attacks to hit the enemy with 100 percent accuracy

EXTREME
Cost: N/A
Selling Price: 26,000 Gald
Effect: Increases Attack by +300 and Accuracy by +20, but decreases Defense by -200 and Evade by -20

HOLY SYMBOL
Cost: N/A
Selling Price: 20,000 Gald
Effect: Recovers 5 percent of maximum HP every eight seconds during battle

KRONA SYMBOL
Cost: N/A
Selling Price: 40,000 Gald
Effect: Protects against all abnormalities

MYSTIC SYMBOL
Cost: N/A
Selling Price: 30,000 Gald
Effect: For all characters except Reid—halves the time it takes to use Craymel Artes

RABBIT'S FOOT
Cost: N/A
Selling Price: 10,000 Gald
Effect: Increases Luck by +30

WARRIOR SYMBOL
Cost: N/A
Selling Price: 10,000 Gald
Effect: Increases Strength by 10 percent

Gauntlets

HYPER GAUNTLET
Cost: N/A
Selling Price: 30,000 Gald
Effect: For Reid only—increases Attack by +10 and Accuracy by +10

VALUABLES

BOARDING PASS
Received: Roen, outside Inferia Palace
Effect: Allows you to travel on the Inferia Empire's ferries—for a price

CELESTIA MAP
Received: Guston, in Peruti (after snow melts)
Effect: Allows you to view all land in Celestia

COLLECTOR'S BOOK
Received: In the upstairs bedroom of the Elder of Rasheans Village
Effect: Allows you to view all items you have or have ever had possession of and displays the uses and effects of each item

DARK SPHERE
Received: Aifread's Tomb
Effect: Required for the third conversion of the Van Eltia

FREEZE RING
Received: Celsius, at Mt. Celsius
Effect: Allows you to press L1 to shoot ice crystals

GPS
Received: From Chat (after first Trial of Seyfert)
Effect: Displays coordinates on the Map screen

GALAXY STONE
Received: Inside Regulus Knoll
Effect: Necessary to complete construction of the Fringe Cannon

INFERIA MAP
Received: From Professor Mazet, in Morle (after you rescue Quickie)
Effect: Allows you to view all of Inferia, including the locations of any city you have visited

INSEA MAP
Received: From Captain's desk on sunken ship
Effect: Allows you to view a map of the bottom of the Inferia sea

LIGHT SPHERE
Received: Aifread's Tomb
Effect: Required for the third conversion of the Van Eltia

MANUAL
Received: From monk, in the second room of the Regulus Dojo
Effect: Allows you to control a party member during battle using manual controls

MIACIS BADGE
Received: Guston, in Peruti (after snow melts)
Effect: Proves your friendship with the Shileska Freedom Army to Max

MONSTER COLLECTION (BOOK)
Received: In Mazet's book collection in Morle
Effect: Allows you to review the skills and attributes of any monster you have battled

ORZ EARRING
Received: From Professor Mazet (before you rescue Quickie)
Effect: Allows Reid, Farah, Keele, and Meredy to understand one another

S.D. (SWORDIAN)
Received: In Locker #1 at the Shining Shrine (after Valkyrie is defeated)
Effect: Allows you to summon Destiny once every 30 minutes of gameplay

SEYFERT KEY
Received: From Ras as he is dying
Effect: Guides characters to the Seyfert Shrines and allows them to enter all Shrines

SORCERER'S RING
Received: From Rem (after defeating Efreet)
Effect: Allows you to press R1 to fire beams of light that open doors

TRAIN CAGE
Received: Purchased in Imen from Sagura
Effect: Allows party to power trains and travel between towns

WHIS
Received: Meredy, in second level of Mine of Gnome
Effect: Allows players to enjoy WHIS card game

COOKING BASICS

Cooking 101

Throughout your journey, you learn a variety of recipes from Wonder Chef. Cooking is a great way to heal and replenish your entire party at the same time. Instead of using four servings of expensive Apple Gel, just cook up a single sandwich. This saves your valuable Apple Gel for use in combat and saves money at the same time.

Improving Your Skill

As you cook the same dish over and over, you become more adept at preparing it. This experience is indicated by stars next to the name of specific characters when cooking a particular dish. The better you are at cooking, the greater the chance that you successfully prepare a dish. When you have five stars, you officially master a dish.

note

You must have all the ingredients necessary to cook a dish. If you are missing one ingredient, you cannot prepare the dish.

Learning New Recipes

You can learn new recipes in two ways. The first, and most common, is learning new recipes from Wonder Chef, an enigmatic master of the culinary arts who hides in the guise of various items. A pumpkin, vase, suit of armor, even the town drunk could all be Wonder Chef in disguise. Investigate anything that looks unusual, especially at inns and shops.

The second way to learn a new recipe is to master several simpler recipes. After you understand the nuances of cooking simpler dishes, you can make the leap to more complex foods. For example, once you master Sweet Rice, Bitter Tofu, Hot Curry, and Sweet Parfait, you can invent a new dish—Mabo Curry. You can only learn the final and most powerful recipes this way.

note

Even failing at a dish isn't all bad. You may be given an Earth or Water Shard for your unsuccessful efforts.

Auto Cooking

Save yourself time by using the Auto-Cook setting to cook a specific dish automatically after every battle. Go into the Cooking menu, place the cursor on the dish you wish to prepare, and press ▲ to activate the Auto-Cook feature.

Foods

To cook your favorite dishes, collect or purchase the proper ingredients. Keep your stocks of these ingredients high, especially those for the dishes you are most likely to cook.

AMANGO
Cost: 80 Gald
Used to make: Sweet Parfait, Fruit Cocktail

BANANA
Cost: 50 Gald
Used to make: Sweet Parfait, Fruit Cocktail

BEAR MEAT
Cost: 150 Gald
Used to make: Hamburger, Steak, Beef Stew, Carbonara, Cream Stew, Power Noodles, Potato Casserole, Spicy Soup

BEET
Cost: 60 Gold
Used to make: Hot Borsch, Nutrition Drink

BLACK SATAY
Cost: 100 Gald
Used to make: Broiled Sandwich, Bitter Tofu, Sushi

BREAD
Cost: 60 Gald
Used to Make: Hamburger, Sandwich, Fruit Sandwich

CABBAGE
Cost: 60 Gald
Used to make: Calamari, Beef Stew, Fish Stew, Honey Ramen, Hot Borsch

CARROT
Cost: 50 Gald
Used to make: Steak, Beef Stew, Cream Stew, Chili Potato, Hot Curry, Spicy Soup

CHEESE
Cost: 60 Gald
Used to make: Sandwich, Pot Pie, Carbonara, Potato Casserole

CUCUMBER
Cost: 50 Gald
Used to make: Garden Salad, Cold Noodles

EGG
Cost: 50 Gald
Used to make: Soft Cake, Omelette, Carbonara, Cold Noodles, Hot Pot

KIRIMA
Cost: 80 Gald
Used to make: Fruit Juice, Soft Cake, Mabo Curry

KIWI
Cost: 80 Gald
Used to make: Sweet Parfait, Fruit Sandwich

KONIA
Cost: 60 Gald
Used to make: Hot Pot, Seafood Stew

LEMON
Cost: 60 Gald
Used to make: Fruit Juice, Calamari, Nutrition Drink

LETTUCE
Cost: 60 Gald
Used to make: Hamburger, Sandwich, Garden Salad

MILK
Cost: 50 Gald
Used to make: Soft Cake, Pot Pie, Carbonara, Cream Stew, Fruit Cocktail, Sweet Parfait, Fruit Sandwich, Potato Casserole

ONION
Cost: 50 Gald
Used to make: Omelette, Cream Stew, Broiled Sandwich, Chili Potato, Sweet Rice, Power Noodles, Spicy Soup

PANYAN
Cost: 60 Gald
Used to make: Honey Ramen, Cold Noodles, Power Noodles

PASTA
Cost: 60 Gald
Used to make: Seafood Pasta, Pot Pie, Carbonara, Spicy Soup

POTATO
Cost: 50 Gald
Used to make: Cream Stew, Hot Borsch, Chili Potato, Hot Curry, Potato Casserole, Steak

PURPLE SATAY
Cost: 200 Gald
Used to make: Fruit Sandwich, Nutrition Drink, Power Noodles, Seafood Stew, Potato Casserole, Mabo Curry, Spicy Soup, Tuna Paella

RADISH
Cost: 60 Gald
Used to make: Fish Stew, Hot Pot, Seafood Stew

RED SATAY
Cost: 60 Gald
Used to make: Cold Noodles, Spicy Shrimp, Hot Borsch, Bitter Tofu, Hot Pot, Chili Potato, Hot Curry

RICE
Cost: 100 Gald
Used to make: Omelette, Broiled Sandwich, Sushi, Hot Curry, Sweet Rice, Power Noodles, Potato Casserole, Mabo Curry, Tuna Paella

SHRIMP
Cost: 80 Gald
Used to make: Seafood Pasta, Pot Pie, Spicy Shrimp, Sushi, Tuna Paella

SQUID
Cost: 80 Gald
Used to make: Seafood Pasta, Calamari, Fish Stew, Seafood Stew, Tuna Paella

STRAWBERRY
Cost: 80 Gald
Used to make: Fruit Juice, Soft Cake, Fruit Sandwich

TOFU
Cost: 60 Gald
Used to make: Bitter Tofu, Mabo Curry

TOMATO
Cost: 80 Gald
Used to make: Seafood Pasta, Garden Salad, Spicy Shrimp, Sweet Rice, Nutrition Drink, Mabo Curry

TUNA
Cost: 200 Gald
Used to make: Fish Stew, Sushi, Seafood Stew, Tuna Paella

TUSK MEAT
Cost: 150 Gald
Used to make: Broiled Sandwich, Cold Noodles, Bitter Tofu, Hot Curry, Sweet Rice, Nutrition Drink, Seafood Stew, Mabo Curry

WHITE SATAY
Cost: 60 Gald
Used to make: Honey Ramen, Fruit Cocktail, Sweet Parfait, Sweet Rice

Recipes

note *The number next to each recipe indicates its number on the Cooking menu.*

HAMBURGER (#1)
Ingredients: Bread, Bear Meat, Lettuce
Effects: Restores 15 percent of all ally HP
Wonder Chef Location: Mintche, Student Cafeteria, disguised as a plant

SANDWICH (#2)
Ingredients: Bread, Cheese, Lettuce
Effects: Restores 30 percent of ally HP
Location of Wonder Chef: Rasheans, in neighbor's house, disguised as a pig doll

SEAFOOD PASTA (#3)
Ingredients: Pasta, Shrimp, Squid, Tomato
Effects: Restores 60 percent of ally HP
Location of Wonder Chef: Chambard, in the lobby of Bistro Chambard, disguised as a wine bottle

FRUIT JUICE (#4)
Ingredients: Kirima, Lemon, Strawberry
Effects: Restores 10 percent of ally TP
Location of Wonder Chef: Morle, Mazet's house, disguised as a treasure box

GARDEN SALAD (#5)
Ingredients: Lettuce, Cucumber, Tomato
Effects: Restores 20 percent of ally TP
Location of Wonder Chef: Morle, grocery, disguised as a pumpkin

SOFT CAKE (#6)
Ingredients: Egg, Milk, Kirima, Strawberry
Effects: Restores 60 percent of ally HP
Location of Wonder Chef: Inferia City, near the reception desk of the Royal Playhouse, disguised as a plant

CALAMARI (#7)
Ingredients: Squid, Cabbage, Lemon
Effects: Restores 15 percent of ally HP, cures effects of Poison
Location of Wonder Chef: Barole Port, among crates south of the main docks, disguised as a wooden box

STEAK (#8)
Ingredients: Bear Meat, Potato, Carrot
Effects: Restores 15 percent of all HP, cures Stun
Location of Wonder Chef: Barole, Barole Bar's second floor, disguised as a drunkard

BEEF STEW (#9)
Ingredients: Bear Meat, Carrot, Cabbage
Effects: Restores 15 percent of ally HP, temporarily increases Attack
Location of Wonder Chef: Regulus Dojo, second floor of the inn, disguised as a pot

FISH STEW (#10)
Ingredients: Squid, Tuna, Cabbage, Radish
Effects: Restores 15 percent of ally HP, temporarily increases Defense
Location of Wonder Chef: Inferia Port, Ship Chandler, disguised as an anchor

OMELETTE (#11)
Ingredients: Rice, Egg, Onion
Effects: Cures all abnormal states
Location of Wonder Chef: Rasheans, traveler's shop, disguised as armor

POT PIE (#12)
Ingredients: Pasta, Milk, Shrimp, Cheese
Effects: Restores 15 percent of ally HP, temporarily increases Accuracy
Location of Wonder Chef: Barole, guest room of Barole Inn, disguised as a mirror

CARBONARA (#13)
Ingredients: Pasta, Egg, Cheese, Milk, Bear Meat
Effects: Restores 60 percent of ally HP, restores 40 percent TP
Location of Wonder Chef: Chambard, guest room of Chambard Inn, invoked at the top edge of the bed

CREAM STEW (#14)
Ingredients: Bear Meat, Milk, Carrot, Potato, Onion
Effects: Restores large amount of HP, cures all abnormalities
Location of Wonder Chef: Inferia City, second-floor hallway of the Inferia Hotel, disguised as a pot

HONEY RAMEN (#15)
Ingredients: Panyan, Cabbage, White Satay
Effects: Restores 15 percent of ally HP
Location of Wonder Chef: Chat's hut, reception room, disguised as a grandfather clock

BROILED SANDWICH (#16)
Ingredients: Rice, Tusk Meat, Onion, Black Satay
Effects: Restores 30 percent of ally HP
Location of Wonder Chef: Tinnsia, Ship Chandler, disguised as a Miacis Sculpture

COLD NOODLES (#17)
Ingredients: Panyan, Egg, Tusk Meat, Cucumber, Red Satay
Effects: Restores 60 percent of ally HP
Location of Wonder Chef: Peruti, after the snow melts, disguised as a statue

FRUIT COCKTAIL (#18)
Ingredients: Milk, Amango, Banana, White Satay
Effects: Restores 10 percent of ally TP
Location of Wonder Chef: Imen Library, disguised as a big book

SPICY SHRIMP (#19)
Ingredients: Shrimp, Tomato, Red Satay
Effects: Restores 20 percent of ally TP
Location of Wonder Chef: Peruti, fish store, disguised as a barrel

SWEET PARFAIT (#20)
Ingredients: Milk, Banana, Amango, Kiwi, White Satay
Effects: Restores 40 percent of ally TP
Location of Wonder Chef: Tinnsia Hotel, first-floor lobby, disguised as a stuffed bird

HOT BORSCH (#21)
Ingredients: Beet, Cabbage, Potato, Red Satay
Effects: Restores 30 percent of ally HP, cures Infirmity
Location of Wonder Chef: Luishka, in town after meeting Galenos the first time, disguised as a wooden box

BITTER TOFU (#22)
Ingredients: Tofu, Tusk Meat, Red Satay, Black Satay
Effects: Restores 10 percent of ally TP, temporarily increases Defense
Location of Wonder Chef: Luishka, Balir Mansion, second-floor sleeping quarters, after meeting Galenos the first time, disguised as a trash can

HOT POT (#23)
Ingredients: Egg, Radish, Konia, Red Satay
Effects: Restores 10 percent of TP, temporarily increases Attack
Location of Wonder Chef: Jini Casino, disguised as a slot machine

CHILI POTATO (#24)
Ingredients: Potato, Onion, Carrot, Red Satay
Effects: Restores 10 percent of TP, temporarily increases Resistance
Location of Wonder Chef: Jini, in the auction hall, disguised as a picture frame

SUSHI (#25)
Ingredients: Rice, Tuna, Shrimp, Black Satay
Effects: Restores 10 percent of TP, temporarily increases Accuracy
Location of Wonder Chef: Peruti, Peruti Inn's women's room, disguised as a snowman

HOT CURRY (#26)
Ingredients: Tusk Meat, Carrot, Potato, Rice, Red Satay
Effects: Restores 60 percent of ally HP and 40 percent of ally TP
Location of Wonder Chef: Jini, in the bookstore, disguised as a frog

SWEET RICE (#27)
Ingredients: Tusk Meat, Tomato, Onion, Rice, White Satay
Effects: Restores 60 percent of ally HP, removes all abnormalities
Location of Wonder Chef: Imen, Meredy's house, in the living room, after Farah wakes up in the morning, disguised as a robot/TV

FRUIT SANDWICH (#28)
Ingredients: Bread, Strawberry, Kiwi, Milk, Purple Satay
Effects: Completely restores ally HP/TP
Requirements: Learned after you master Sandwich, Soft Cake, and Fruit Cocktail

NUTRITION DRINK (#29)
Ingredients: Tusk Meat, Tomato, Lemon, Beet, Purple Satay
Effects: Completely restores ally TP, cures Poison
Requirements: Learned after you master Steak, Fruit Juice, and Garden Salad

POWER NOODLES (#30)
Ingredients: Panyan, Rice, Bear Meat, Onion, Purple Satay
Effects: Completely restores ally HP, cures Infirmity
Requirements: Learned after you master Hamburger, Honey Ramen, and Broiled Sandwich

SEAFOOD STEW (#31)
Ingredients: Tusk Meat, Tuna, Squid, Konia, Radish, Purple Satay
Effects: Completely restores ally HP/TP, removes all abnormalities
Requirements: Learned after you master Beef Stew, Fish Stew, and Hot Pot

POTATO CASSEROLE (#32)
Ingredients: Potato, Bear Meat, Rice, Milk, Cheese, Purple Satay
Effects: Increases all max HP by +1
Requirements: Learned after you master Chili Potato, Omelette, and Pot Pie

MABO CURRY (#33)
Ingredients: Rice, Tusk Meat, Tomato, Kirima, Tofu, Purple Satay
Effects: Increases max TP by +1
Requirements: Learned after you master Sweet Rice, Bitter Tofu, Hot Curry, and Sweet Parfait

SPICY SOUP (#34)
Ingredients: Pasta, Carrot, Onion, Bear Meat, Purple Satay
Effects: Restores 30 percent of ally HP, temporarily increases Accuracy
Requirements: Learned after you master Hot Borsch, Cold Noodles, and Seafood Pasta

TUNA PAELLA (#35)
Ingredients: Rice, Shrimp, Squid, Tuna, Purple Satay
Effects: Restores 30 percent of ally HP, temporarily increases Attack and Defense
Requirements: Learned after you master Calamari, Spicy Shrimp, and Sushi

DARK POT (#36)
Ingredients: Random
Effects: Random
Requirements: You know this concoction from the opening of the game.

caution

Dark Pot is the only creation that can have negative effects. You can be poisoned, stunned, or otherwise injured by sampling this dish. You also can be healed, receive temporary bonuses to attributes, or have your TP replenished—the effects are random. The ingredients are also random.

EXTRAS

Tales of Destiny II *is packed with secret maps, hidden treasures, and other goodies. Lenses, items, weapons, and secret levels await those clever enough to find them.*

HIDDEN LENSES

Strewn throughout the land of Eternia, a variety of hidden areas contain Lenses.

Lens Locations

Sixty Lenses are scattered throughout the game. Exchange Lenses for unique magical items at various locations. The following is the complete list and location of all 60 Lenses.

LENS #1
World: Inferia
Location: Rasheans Village (22, 106)
Hiding Spot: Door to the abandoned windmill, near the entrance to the village

LENS #2
World: Inferia
Location: Rasheans Village (22, 106)
Hiding Spot: Basement of Reid's house, in the box on the right

LENS #3
World:Inferia
Location: Barole (50, 40)
Hiding Spot: Shop of Desire, in the golden pot on the bottom right

LENS#4
World: Inferia
Location: Nostos Cave (88, 149)
Hiding Spot: Top right of the field, in the pile of wood

LENS #5
World: Inferia
Location: Mt. Farlos Sanctuary (93, 110)
Hiding Spot: Resting room, in the cabinet on the left

LENS #6
World: Inferia
Location: Inferia City, Royal Playhouse (187, 120)
Hiding Spot: Reception desk, in the plant on the right

LENS #7
World: Inferia
Location: Port of Inferia (181, 108)
Hiding Spot: In the barrel on the right

LENS #8
World: Inferia
Location: Barole Port (57, 41)
Hiding Spot: Below the tent on the bottom left

LENS #9
World: Inferia
Location: Efreet Gorge (220, 76)
Hiding Spot: Through the bottom door (open using the Sorcerer's Ring), after battling monster, in the treasure box

LENS #10
World: Inferia
Location: Inferia City, Royal Observatory (187, 120)
Hiding Spot: Bottom of the bookshelf

LENS #11
World: Inferia
Location: Ferry
Hiding Spot: Second-Class room, in the pot at the top

LENS #12
World: Inferia
Location: Forest of Temptation (151, 145)
Hiding Spot: The top edge of the field with the five sculptures

LENS #13
World: Inferia
Location: Inferia City, Inferia Castle (187, 120)
Hiding Spot: Guest room in the west wing, in the drawers on the edge

LENS #14
World: Inferia
Location: Sylph Cavern (27, 65)
Hiding Spot: Field with the pitfall, at the top right

LENS #15
World: Inferia
Location: Mt. Mintche Observatory (60, 155)
Hiding Spot: In the wooden box at the bottom edge

LENS #16
World: Inferia
Location: Mintche (68, 142)
Hiding Spot: Craymel Ball Court, in the rough at the bottom edge

LENS #17
World: Inferia
Location: Mintche (68, 142)
Hiding Spot: Water Craymel Laboratory at Mintche University, one of the gadgets

LENS #18
World: Inferia
Location: Morle(126, 159)
Hiding Spot: Living room of Mazet's House, above the fireplace

LENS #19
World: Inferia
Location: Rasheans Forest (22, 106)
Hiding Spot: Near the crash site of the Craymel Craft, on the back side of a broken piece of the crash

LENS #20
World: Inferia
Location: Regulus Dojo (23, 124)
Hiding Spot: Craymel Artes Room, in the pink box

LENS #21
World: Inferia
Location: Chambard (189, 59)
Hiding Spot: Ballroom of the Chambard Bistro, on a guest seat

LENS #22
World: Inferia
Location: Chambard (189, 59)
Hiding Spot: The beach, in front of the water fountain

LENS #23
World: Inferia
Location: Undine Stream (150, 149)
Hiding Spot: The first field, inside the tree located in the middle of the field

LENS #24
World: Inferia
Location: Aifread's Tomb (88, 64)
Hiding Spot: Eastern-style room, in the donation box

LENS #25
World: Inferia
Location: Southwest of Sylph Caverns
Hiding Spot: GPS coordinates (14, 74)

LENS #26
World: Inferia
Location: Near Chambard
Hiding Spot: GPS coordinates (161, 45)

LENS #27
World: Inferia
Location: Hideout 3 (142, 0)
Hiding Spot: Underwater, in a sea anemone in the second room

LENS #28
World: Celestia
Location: Cape Fortress (34, 63)
Hiding Spot: Outside the top right edge

LENS #29
World: Celestia
Location: Imen(43, 67)
Hiding Spot: Living room of Meredy's house

LENS#30
World: Celestia
Location: Imen (43, 67)
Hiding Spot: Weapons shop, in the showcase (after destruction)

LENS #31
World: Celestia
Location: Aifread's Cave (204, 98)
Hiding Spot: In the wooden box on the right edge

LENS #32
World: Celestia
Location: Aifread's Cave (204, 98)
Hiding Spot: Goal room after roulette puzzle, the anchor on the wall

LENS #33
World: Celestia
Location: Balir's Castle (223, 20)
Hiding Spot: Hidden passage of the right tower, in the treasure box

LENS #34
World: Celestia
Location: Balir's Castle (223, 20)
Hiding Spot: Pier, in the barrel at top left edge

LENS #35
World: Celestia
Location: Chat's Hut (106, 112)
Hiding Spot: First floor, the right edge of the rightmost room

LENS #36
World: Celestia
Location: Chat's Hut (106, 112)
Hiding Spot: Fourth floor, the bottom edge of the leftmost room

LENS #37
World: Celestia
Location: Mine of Gnome, Gnome Village (113, 109)
Hiding Spot: Deep in the small passage on the bottom left

LENS #38
World: Celestia
Location: Jini (66, 152)
Hiding Spot: Jini Casino, right side of the slot machine at the bottom

LENS #39
World: Celestia
Location: Jini (66, 152)
Hiding Spot: Jini Auction Hall, in the desk at the right edge

LENS #40
World: Celestia
Location: Jini (66, 152)
Hiding Spot: Dance reception desk, in the stove at the top edge

LENS #41
World: Celestia
Location: Ruins of Volt (31, 150)
Hiding Spot: The lithograph with the hint message

LENS #42
World: Celestia
Location: Mt. Celsius (28, 96)
Hiding Spot: Halfway point, area after the snowslide

LENS #43
World: Celestia
Location: Peruti Port (36, 100)
Hiding Spot: By the dock, in the crate of crabs

LENS #44
World: Celestia
Location: Peruti (36, 100)
Hiding Spot: Field on the left, the left edge behind the stand

LENS #45
World: Celestia
Location: Seyfert Shrine (21, 128)
Hiding Spot: The transparent dome at the bottom edge of the entrance by the stairs

LENS #46
World: Celestia
Location: Aifread's Platform (98, 92)
Hiding Spot: Gadget in the middle

LENS #47
World: Celestia
Location: Tinnsia (212, 53)
Hiding Spot:North side of town, in the Gnome statue

LENS #48
World: Celestia
Location: Tinnsia (212, 53)
Hiding Spot: Commander's room of the Shileska Hideout, in the treasure box

LENS #49
World: Celestia
Location: Shadow Cave (4, 12)
Hiding Spot: The northernmost of the glowing spheres in cavern A

LENS #50
World: Celestia
Location: North of Jini
Hiding Spot: GPS coordinates (60, 126)

LENS #51
World: N/A
Location: Van Eltia
Hiding Spot: Engine Room, behind the engine

LENS #52
World: N/A
Location: Van Eltia
Hiding Spot: Observation Deck, in the barrel

LENS #53
World: N/A
Location: Submarine Bay
Hiding Spot: The tip of the Submarine on the left edge

LENS #54
World: Inferia
Location: Regulus Dojo
Hiding Spot: In the Dojo, Advanced Room, on the front table

LENS #55
World: Inferia
Location: Mt. Farios (93, 110)
Hiding Spot: The peak of Mt. Farios on the top-left edge

LENS #56
World: Inferia
Location: Craymel Hot Springs (204, 98)
Hiding Spot: Outside, in the barrel bath at the bottom left

LENS #57
World: Inferia
Location: Craymel Hot Springs (204, 98)
Hiding Spot: Men's Dressing Room, mirror at the top left

LENS #58
World: Inferia
Location: Near the Forest of Temptation
Hiding Spot: GPS coordinates (159, 131) (must have the Aibird Aeroplane)

LENS #59
World: Celestia
Location: Katz Village
Hiding Spot: One of the huts, in the pot on the first floor

LENS #60
World: Celestia
Location: Katz Village
Hiding Spot: Storage room, in the box with vegetables

HIDDEN CACHES

In Eternia, you can find a variety of hidden items, encounters, and teachers. Use the following coordinates to find these secret caches.

Surface Caches

In the forest, hills, and plains of Inferia and Celestia, many treasures are hidden away. When attempting to retrieve a hidden cache, walk, float, sail, or fly to a nearby location, then hike the remaining distance. You automatically transport to an encounter screen, where you can collect the cache.

CACHE #1
World: Inferia
Location: Northwest of Mt. Mintche (50, 150)
Item: Rune Bottle

CACHE #2
World: Inferia
Location: North of Morle Village (114, 144)
Encounter: Nameless soldier teaches Concentrate Attack command.

CACHE #3
World: Inferia
Location: South of Regulus Dojo
Encounter: Nameless soldier teaches Range Attack command.

CACHE #4
World: Inferia
Location: North Cape, Undine Stream (150, 100)
Encounter: No items—non player character dialogue event

CACHE #5
World: Inferia
Location: North of Undine Stream (150, 114)
Item: Poison Charm

CACHE #6
World: Inferia
Location: Southern island of the Forest of Temptation (182,90)
Item: Flare Cape

CACHE #7
World: Inferia
Location: North of the Port of Inferia (182, 140)
Items: Water Shard, Water Crystal

CACHE #8
World: Inferia
Location: North of Barole (52, 24)
Encounter: Strawberry Merchant

CACHE #9
World: Inferia
Location: Northwest of Barole (40, 36)
Items: Wind Shard, Wind Crystal

CACHE #10
World: Inferia
Location: Southwest of Sylph Cavern (14, 74)
Item: Lens

CACHE #11
World: Inferia
Location: Northwest island of Barole (18, 12)
Items: Savory, Lavender

CACHE#12
World: Inferia
Location: North of Chambard (186, 34)
Item: Tomato

CACHE #13
World: Inferia
Location: Northwest island near Chambard (162, 45)
Item: Lens, unnamed soldier teaches Front Attack command

CACHE #14
World Inferia
Location: Northwest island near Chambard (212, 32)
Items: Hyper Gel, Lemon Gel

CACHE #15
World: Inferia
Location: Northeast of Mt. Farlos Sanctuary (100, 100)
Encounter: Attain the Back Attack command

CACHE #16
World: Inferia
Location: Southern island near Efreet Gorge (226, 90)
Item: Rune Bottle

CACHE #17
World: Inferia
Location: Southern island near Glimmer Spire (120, 54)
Item: Kirima

CACHE #18
World: Celestia
Location: Northeast of Imen Station (72, 48)
Item: Amango

CACHE #19
World: Celestia
Location: Northwest of Luishka (81, 38)
Encounter: Attain the Rush Attack command

CACHE #20
World: Celestia
Location: East of Katz Village (130, 118)
Encounter: Attain the Quick Attack command

CACHE #21
World: Celestia
Location: Southern continent, near Chat's Hut (120, 128)
Encounter: Receive the item Pico Revenge

CACHE #22
World: Celestia
Location: North of Jini (60, 126)
Item: Lens

CACHE #23
World: Celestia
Location: West of Jini (52, 154)
Items: Snow Crystal, Snow Shard

CACHE #24
World: Celestia
Location: Isolated island (228, 162)
Item: Rune Bottle

CACHE #25
World: Celestia
Location: Aifread's Cave, southwest island (184, 130)
Encounter: Chat learns Toss Hammer skill

CACHE #26
World: Celestia
Location: Near Aifread's Cave (228, 120)
Item: Miracle Charm

CACHE#27
World: Celestia
Location: North of Aifread's Cave (204, 76)
Items: Volt Shard, Volt Crystal

CACHE #28
World: Celestia
Location: South of Tinnsia (216, 70)
Items: Red Bellebane, Red Lavender

CACHE #29
World: Celestia
Location: Western continent, Balir's Castle (187, 15)
Item: Thunder Cape

CACHE #30
World: Celestia
Location: Western continent, Balir's Castle (177, 31)
Item: 4,000 Gald

CACHE #31
World: Inferia
Location: North of the Forest of Temptation (159, 131)
Item: Lens (must have the Aibird)

Underwater Caches (Inferia)

You can also find many mysteries beneath the waves of Inferia. These treasures are less a gift of technology and more a collection of riches and valuables. Each of the four Hideouts contains at least five treasure chests containing Gald or rare items and weapons.

HIDEOUT 1 (76, 122)
- **12,240 Gald**
- **Savory**
- **Water Shard**
- **Diamond Armlet**
- **Volt Shard**
- **Holy Cloak**

HIDEOUT 2 (120, 122)
- **8,415 Gald**
- **Fire Shard**
- **Rune Bottles (2)**
- **Hourglass**
- **Sage**
- **Aifread's Monument**

tip *Aifread's Monument teaches Chat the useful Ice Hammer skill. She cannot acquire this new ability any other way.*

HIDEOUT 3 (142, 0)
- **10,710 Gald**
- **Ninja Sword**
- **Earth Shard**
- **Rune Bottles (2)**
- **Lavender**

tip *In a sea anemone near the entrance to the second chamber, you find a Lens.*

HIDEOUT 4 (226, 130)
- **9,945 Gald**
- **Rune Bottle**
- **Elixir**
- **Snow Shard**
- **Bellebane**
- **Wind Shard**

SUNKEN SHIP (34, 4)
- **54,815 Gald**
- **Insea Map**
- **Vorpal Sword**
- **Twinkle Flute**
- **WakeUp Charm**
- **Rare Plate**

note *For a more detailed walkthrough of the Sunken Ship, refer to the "Hidden Dungeons" section later in this chapter.*

Underwater Caches (Celestia)

HIDEOUT 1 (56, 112)
- **Silver Cage 1**
- **Summon Destiny weapon**

HIDEOUT 2 (152, 164)
- **Silver Cage 2**

HIDEOUT 3 (167, 112)
- **Silver Cage 3**

HIDEOUT 4 (228, 42)
- **Silver Cage 4**

HIDEOUT 5 (3, 151)
- **Silver Cage 5**

AIFREAD'S PLATFORM (98, 92)
- **Lens**

Collectibles

In addition to the many hidden and underwater caches, you can also find a variety of rare and valuable collectibles. You can sell many of these at the Jini Auction for an incredible profit.

BUSH BABY
Value: 36,860 Jini
Location: Luishka, Balir's Mansion (115, 70)
Event: Go to the first-floor living room at any time after arriving at Shizel Castle. Check the items in the room to find Bush Baby.

SUMMON DESTINY WEAPON
Value: N/A
Location: Hideout 1 (Celestia) (56, 112)
Event: Battle Valkyrie at the top of the Glimmer Spire (107, 22) to receive the Invisible Key. This key allows you to collect the Summon Destiny weapon from its resting place in the Hideout.

WINDBELL
Value: 18,999 Jini
Location: Rasheans, Elder's house (22, 106)
Event: Give the Elder Banrea medicine for his bad back.

BUTTON
Value: 56,207 Jini
Location: Chambard clothes store (189, 59)
Event: Find the button on the floor of the fitting room at any time after the beginning of the Orbus Episode (Act III).

BANREA
Value: 25,200 Jini
Location: Rasheans, Elder's house (22, 106)
Event: See the "Banrea Quest" sidebar for more details.

Banrea Quest

Return to Rasheans after the Regulus Knoll event, and speak with the village Elder. He tells you about his bad back and that the only medicine that will help cure him is the legendary elixir Banrea. Speak to the villagers to learn of the ingredients as well as where you can find them.

- ***Firewood Bugs:*** *Firewood Bugs gather in the embers of a fire and other warm places. Go to Nostos Cave (88, 149), and investigate the woodpiles in the only campsite in the caverns.*
- ***Goat Horns:*** *Falsea Horns are wild goats at the sacred Mt. Farlos that occasionally drop their horns. Battle the Falsea Horns until a Goat Horn is dropped.*
- ***Dried Peels:*** *Soak 15 Kirima fruits in the Craymel Hot Springs to slip off the skin. Go to the Hot Springs (208, 108) with the fruit, and pay the entrance fee. You automatically receive the Dried Peels during the Banrea Quest if you have 15 Kirima fruits in your possession.*

After you collect the three ingredients, speak to the old man by the stables beside Reid's house. He prepares the medicine. You need the Aibird Aeroplane to reach the Hot Springs and complete the quest.

DONIES POTPOURRI
Value: 21,808 Jini
Location: Barole, general store (50, 40)
Event: See the "Donies Potpourri" sidebar for more details.

Donies Potpourri

To receive the Donies Potpourri, you must first rehabilitate the child thief of Barole. You first encounter the child automatically during the Inferian Episode (Act I). Farah inadvertently lets the little brat go after he steals from local merchants.

For the next encounter, go to the water fountain in the center of Barole, and search diligently for the child. He runs away when you speak to him. Follow the juvenile delinquent to the front of the shops to the south, where the tike again runs away. Pursue him into the Barole Inn. Farah tries to talk to him, but the child escapes out a window. Head to the Barole Grocery in front of the bar to find the child yet again, and Farah talks some sense into him. After he leaves, meet up for the fifth and final time in front of the Barole Bookstore. Finally, the youngster pledges to give up his evil ways and live an honest life.

After you begin the Orbus Episode (Act III), return to Barole and visit the Shop of Need. Here you find the child making an honest living. To thank you for your help, he gives you the Donies Potpourri.

GOLDEN CHOKER
Value: 15,502 Jini
Location: Inferia City, Inferia Palace (187, 120)
Event: Go to the King and Queen's room, and look in the drawer any time after beginning the Orbus Episode (Act III).

CRIB SHEET
Value: 14,186 Jini
Location: Mintche Port (68, 142)
Event: Buy the Crib Sheet from the male students for 10,000 Gald any time after beginning the Orbus Episode (Act III).

DRAMA SCRIPT
Value: 12,075 Jini
Location: Inferia City, Royal Playhouse (187, 120)
Event: See all eight acts of the Ultus Veigh *play any time after beginning the Orbus Episode (Act III).*

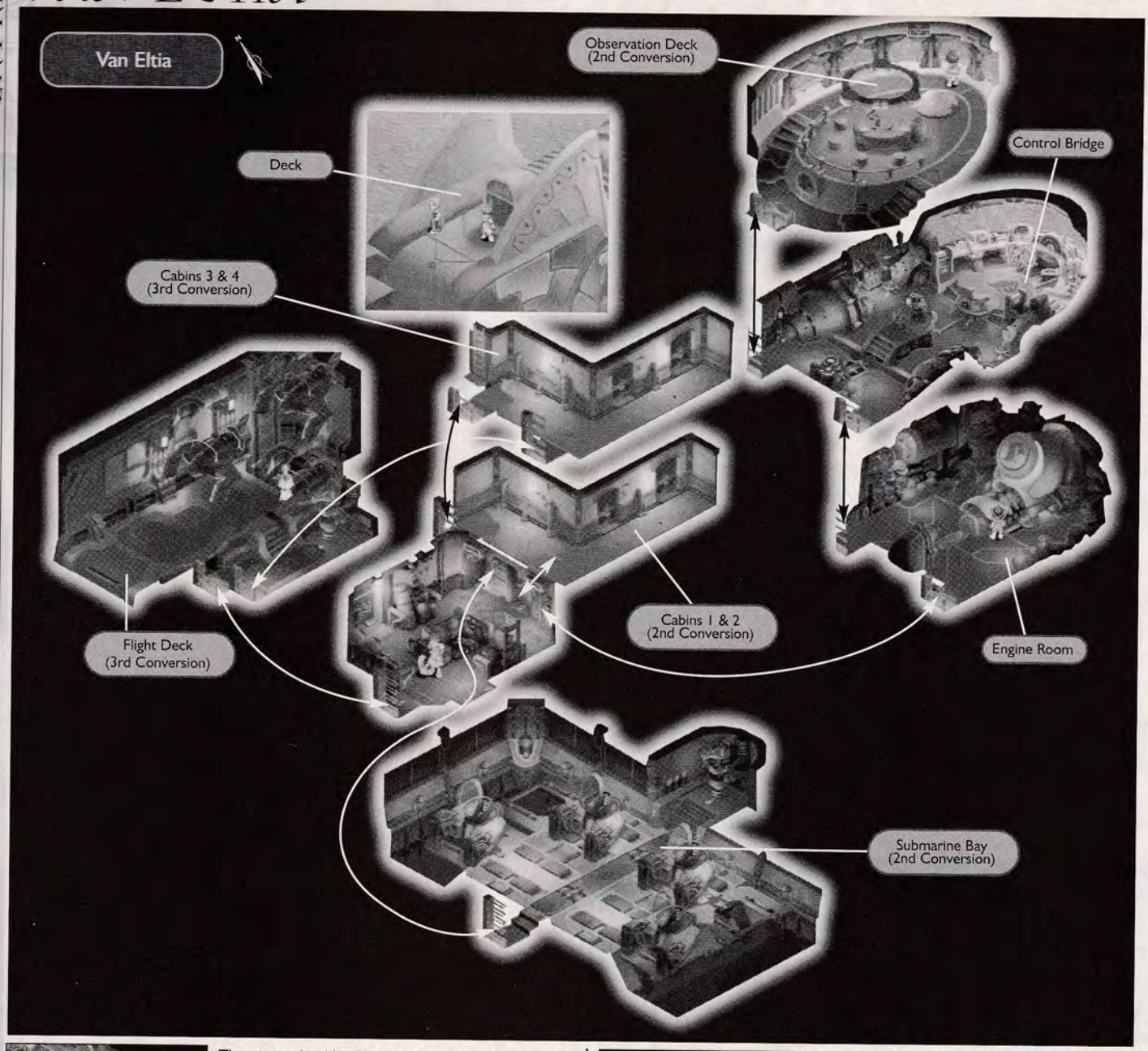
SNOW TOMATO
Value: N/A
Location: Mt. Celsius, summit (28, 96)
Event: After initiating the Chambard Bistro challenge #3, speak to the merchant in the grocery. He tells you about Snow Tomatoes. Head to the top of Mt. Celsius to collect the Snow Tomato any time after beginning the Orbus Episode (Act III).

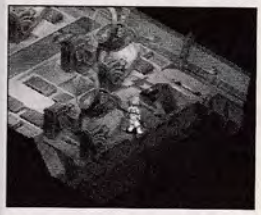
WHITE POWDER
Value: 20,086 Jini
Location: Rasheans Village, Farah's House (22, 106)
Event: Look in the drawer of Farah's bedroom any time after beginning the Orbus Episode (Act III).

UCHIWA
Value: 13,000 Jini
Location: Chambard (189, 59)
Event: Go to beach, and clear the Chamballoon challenge any time after beginning the Orbus Episode (Act III). After you finish the challenge, speak to Ai.

LOSAGNA'S DRESS
Value: 36,800 Jini
Location: Tomb of Aifread (88, 64)
Event: Find Losagna's Dress in the treasure box at the end of the eastern rooms.

VAN ELTIA





The pirate ship Van Eltia is much more than a simple boat. It can be converted twice, and each conversion offers you more cabins, more power, and more options.

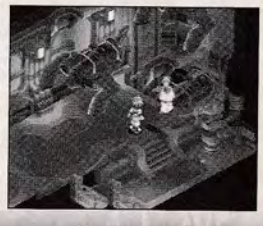
The first of the two conversions automatically occurs when you discover Aifread's Cave. A pair of empty upgradeable cabins and a Submarine Bay are added to the ship. The Sub Bay is stocked with the radically advanced Aifish Submarines, allowing your party to explore the undersea worlds of Celestia and Inferia. Finally, an Observation Deck is installed above the Command Bridge.

tip *A Lens is hidden on the backside of the main engine of the Van Eltia's Engine Room. It's easy to miss—move to the left side of the engine and follow it back until your character almost disappears behind the engine. The Lens is there.*

The second conversion of the Van Eltia is much more difficult to obtain. After acquiring all five Silver Cages from the bottom of the Celestian oceans and activating the Bridge of Expedition, you gain access to the Conversion Dock aboard the Orbus Relay Station. You need the Dark Sphere (within Shizel Castle) and the Light Sphere (inside the Tomb of Aifread) to use the Conversion Dock to upgrade the ship.

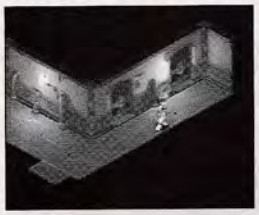
tip *After the first conversion, find a Lens in a barrel on the Observation Deck. Find another Lens on the Submarine Deck, on the tip of leftmost sub.*

The second conversion of the Van Eltia offers a pair of valuable upgrades. First, the number of empty cabins aboard your ship doubles, for a total of four. Second, and most important, is the addition of a Flight Deck to the Van Eltia. This gives you the ability to use the Aibird Aeroplanes, which lets you access previously isolated areas of Eternia. Katz Village, the Hot Springs, Glimmer Spire, and dozens of hidden caches are now yours for the taking.



note *The Aibirds quickly become your preferred mode of transportation, allowing you to more easily explore Inferia and Celestia.*

Cabin Upgrades



After the first conversion of the Van Eltia, you have a pair of empty cabins available for upgrade. The second conversion adds two more, for a total of four. Each of these cabins can be upgraded into anything from shops to inns to mysterious Transfer Rooms. You can perform upgrades at Tinnsia and Inferia Port. Shop around—you'll find different upgrade prices from one shop to the next.

SHOP

Cost: 300,000 Gald

The Shop is your first priority for Van Eltia upgrades. The onboard commissaries offer you all the wares of a Traveler's Shop and Food Shop in one. You can purchase regular Gel items, regular Bottles, or other standard equipment. After you open the Bridge of Expedition, you can buy certain food items as well. There are also vending machines that allow you to quickly fill your stores. Items are generally sold in matched sets. When you use vending machines, you must purchaes the maximum amount of each item in the matched set.

Matched sets of items sold in vending machines:

- **Holy Bottles/Rune Bottles**
- **Panacea Bottles/Life Bottles**
- **Mélange Gels/Miracle Gels**
- **Orange Gels/Pine Gels**
- **Apple Gels/Lemon Gels**
- **Hourglasses (1,000,000 Gald each)**

INN

Cost: 300,000 (Inferia Port), 800,000 (Tinnsia)

The second most important upgrade is the Van Eltia Hotel. You can rest here for free, recovering all HP and TP as you would in any other Inn. Best of all, you can bring the Inn with you, having the Van Eltia conveniently docked nearby any dungeon you explore. When you decide to upgrade, wait until you can return to Inferia. The price for an Inn upgrade at Inferia Port is 500,000 Gald less than it is in Tinnsia.

GAME ROOM

Cost: 800,000 Gald (Inferia Port only)

Game Rooms offer allow you to use the Van Eltia Combat Simulator. The rules and controls are identical to those of the minigame battle at Balir's Castle. Play as often as you'd like at no charge.

INFIRMARY

Cost: 1,000,000 Gald

For the hefty fee of 1,000,000 Gald, you can install an infirmary in the Van Eltia. This sickbay will cure your lead character of any abnormal status quickly and for free. However, considering the low cost of Panacea Bottles, the Infirmary is not an upgrade we recommend.

TRANSFER ROOM

Cost: 1,800,000 Gald

The Transfer Room is ultimate in cabin upgrades. With it, you can teleport to any major city within Inferia and Celestia. Better yet, the Van Eltia will be docked nearby when you are finished with your business. This upgrade is only available once you have completed the Regulus Knoll event in the third cd.

Hidden Ability Upgrades

Unlike the rest of the party, Chat and Max can only have their abilities upgraded through special, hidden encounters in Eternia.

Chat Special Abilities

All of Chat's skill upgrades are centered on the monuments of Aifread. Each time she finds a monument dedicated to her grandfather, she learns a new skill.

TOSS HAMMER

Location: Field, Celestia (184, 139)
Requirements: Chat is in the party
Event: Chat learns Toss Hammer special skill at Aifread's monument.

ICE HAMMER

Location: Hideout 2, Inferia (120, 122)
Requirements: Chat in the party
Event: Chat learns Ice Hammer special skill at Aifread's monument.

PARA BALL

Location: Craymel Hot Springs (208, 108)
Requirements: Chat in the party
Event: Pay 600 Gald at the front desk. Chat attains Para Bell special skill at Aifread's monument.

ETERNAL HAMMER

Location: Chat's Hut (106, 112)
Requirements: Orbus Episode (third cd), Chat is in the party.
Event: Go to the front door of Chat's Hut and down the stairs. Meredy discovers a written challenge directing you to Aifread's Cave (204, 98). Go to Aifread's Cave and clear the Math Quest in the Dice Game Room.

Max Special Abilities

Max's skill upgrades are centered on his quest to pet the legendary Pink Miacis, a creature held in high regard by the warriors of Shileska. Each time Max attempts to pet the wily animal, he is shocked by a bolt of lightning and learns a new skill.

AIR BLADE

Location: Peruti Port (36, 100)
Requirements: Max in the party, after Seyfert Shrine
Event: Go to Peruti, where Max finds a Pink Miacis near the docks. He is zapped and learns the Air Blade special skill.

AQUA SPIRAL

Location: Tinnsia (212, 53)
Requirements: Max in the party, enter Shadow Cave (4, 12) at least once.
Event: At Gnome statue on the north side of town, Max again meets the Pink Miacis. He is zapped and learns the Aqua Spiral special skill.

RAGE LASER

Location: Cape Fortress (34, 63)
Requirements: Max in the party, after Seyfert Observatory
Event: On top of the Fortress, Max meets the Pink Miacis, is zapped, and learns the Rage Laser special skill.

DARK LASER

Location: Luishka (115, 70)
Requirements: Max in the party, after the Regulus Tomb
Event: Go to Luishka, near the mountain of debris. Max is again zapped by the Pink Miacis, and learns the Dark Laser special skill.

ELEMENTAL MASTER

Location: Jini, Auction area (66, 152)
Requirements: Max in the party, after the final conversion of the Van Eltia, Canceller already attained, nighttime in Jini
Event: Come to auction house where Max is zapped for the last time, learning the Elemental Master special skill.

HIDDEN SITES

Among the hidden caches and dungeons in Eternia, there is a pair of villages that you can only visit after you have access to the Aibird Aeroplanes. The Craymel Hot Springs are nestled in the mountains of Inferia, and Katz Village is on Celestia.

Craymel Hot Springs (208, 108)

In the mountains south of Efreet Gorge, find a small patch of forest that houses the Craymel Hot Springs. The Springs are renowned for their ability to cure everything from backaches to bed wetting. Pay the 600-Gald entrance fee to soak in the springs. The boys take the doorway to the left, and the girls take the one to the right.

tip *Find a Lens in the bubbling tub of water just to your left as you enter the Craymel Hot Springs.*

Just inside the men's changing room, Reid finds a monument to Aifread. He quickly tells Chat of his find, and escorts her into the dressing room to inspect it. Chat learns the special skill Para Ball. The party regroups in the lobby. Pay the 600-Gald entrance fee again and take another dip.

This time, as the girls soak in a tub full of Kirima fruits, they make a startling discovery. The hot water of the Springs has caused the skin of the fruit to come off. Farah and Meredy collect the skins and turn them into Dried Peels—one of the ingredients in the legendary medicine Banrea. With Chat's new ability and the Peels in your possession, meet back in the lobby and exit the Hot Springs.

tip *After you finish your bath, go back inside the men's dressing room and investigate the small towel stand in the northeast corner of the room to find a Lens.*

note *If you don't have 15 Kirima fruit when you enter the Springs, you can't collect the Dried Peels.*

Katz Village (120, 109)

Back on Celestia, another hidden village awaits —this one is populated by giant talking Katz! As you enter the village, your party is surrounded by Katz demanding to be told a story. The party splits up, each member telling a different story.

The storytelling goes on well into the night. The next morning, the party discovers that the Katz have taken on the roles from the stories. Move past the eccentric Katz and investigate the city.

tip *The next morning, look into the huts of the village. You find a pair of Lenses—one in a lower storage room filled with vegetables, and the other in a pot near a hut entrance*

BONUS DUNGEONS

Nereid's Labyrinth (44, 60)

After you defeat Shizel, you can save. Doing so will restart the game. When this occurs, load your previous save to access Nereid's Labyrinth on the Orbus Barrier. The Labyrinth appears as a swirling black orb, twisting the surface of the Orbus Barrier. Head inside to investigate.

note *Unlike some structures in the Orbus Barrier, you can access the Labyrinth from either the Inferian or the Celestian side of the Barrier.*

caution *Don't venture inside the Labyrinth unless all of your characters are fully healed and rested, with a full array of medicines and bottles, and at least 60th Level. The preferred level for combat within the Labyrinth is 70 to 75.*

tip *If you defeated Shizel, but you were killed by her final use of the Dark Auroras, you can still access Nereid's Labyrinth.*

Upon entering the dungeon, you must choose a character to proceed. You can only use one character at a time, and that character must battle solo through this dungeon. Use any character you are comfortable with, or try the characters recommended in the sidebar for each encounter.

caution *You can't access your items between battles to heal injury or recover TP. You can only access them during combat.*

The Labyrinth is randomly generated as you pass from area to area. Moving south and east are the quickest ways to move beyond the reoccurring passages of the Labyrinth. Eventually, you reach an orb of glowing light set into the middle of a landing. The orb is a portal that transports you to a sister landing elsewhere in the Labyrinth. From here, head north to face one of five level bosses—gatekeepers that you must be defeat to progress, or leave the Labyrinth.

Battling the Gatekeepers

You face five bosses before you can confront Nereid, three of which are Elementlers.

ELEMENTLERS

HP	EXP	Gald	Attack	Defense	Int	Strong Against	Weak Against	Special Attack	Item Dropped
80,000	23,456	12,345	510	240	35	—	—	—	Pine Gel (100%), Elixir (100%), Miracle Gel (100%)

BOSS 1: ELEMENTLER OF WIND

Special Attacks: Cyclone, Dark Force, Force Laser

Ally: Harpy

Meredy is an excellent choice for taking on the first Elementler. She is the only character with a non-magical ranged attack, and she also has a potent array of Craymel Artes. Outfit her with Volt and Maxwell so she can use the combo of Thunderblade and Meteor Swarm. For equipment, give her a Mystic Symbol

Battling the Gatekeepers con't.

and a Resist Ring to minimize the elemental damage. Hammer the Elementler with Thunderblade when it is relatively close, and Meteor Swarm when it is farther way. Keep your distance, sending Quickie over to attack your opponent and break any special attacks.

Boss 2: ELEMENTLER OF FIRE
Special Attacks: Explosion, Dark Force, Force Laser
Ally: Fire Cloud

Have Keele face the second gatekeeper. Outfit his Craymel Cage with Rem and Sylph. Use Holy Lance and Cyclone Craymel Artes almost exclusively. Cyclone isn't particularly deadly, but it disorients your the Elementler and keeps it at a safe distance. Holy Lance is your primary weapon; it does 3,000-6,000 points of damage per strike. Keep your distance, and this should be a simple battle.

Boss 3: ELEMENTLER OF EARTH
Special Attacks: Ground Dasher, Dark Force, Force Laser.
Ally: Strong Horns (2)

Use Chat on the next Elementler. The multiple Strong Horns are perfect for Chat's Pow Hammer and Ice Hammer. The Pow Hammer is virtually useless against the Elementler, but the Para Ball does nearly 3,000 points of damage per use. Outfit Chat with the Celesti Cape or Resist Ring to soften the elemental damage, and a Black Onyx charm to compensate for her low HP. Spare no expense in tossing Para Balls and Ice Hammers in every directions while keeping your distance, and victory should be yours.

Boss 4: LIVING ARMOR

HP	EXP	GALD	ATTACK	DEFENSE	INT	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
200,000	0	0	1,580	0	100	ALL	—	—	—

Ally: Bigfoot

Max is a good choice to take on the most enormous opponent you have faced. Outfit Max with a pair of Elven Boots or Jet Boots to compensate for his slow speed. If you have Canceler, equip that as well. Against an opponent this size, your only real defense is the ability to get out of the way.

Keep to the corners, and wait for the Armor to pause. The second it stops, begin charging your gun. Hammer the armor with Air Blade, then rush to the other corner as the Armor advances. Continue this game of cat and mouse, running around the feet of the Armor as it moves toward you, and hitting it with your best long-range combos every time it pauses. If you keep away from the Living Armor's attacks, it will fall before you do.

Boss 5: HYADES (#233)

HP	EXP	GALD	ATTACK	DEFENSE	INT	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
128,000	30,000	0	380	800	73	ALL	—	SHADOW	—

Ally: Lakamar

Farah is an excellent choice against Hyades. Equip her with a Blue Talisman and a Black Onyx amulet to increase her already impressive defense. Rush toward Hyades, hammering him with Super Swallow Dance to keep him off balance, and Chi to inflict serious damage. Hyades is surprisingly slow to recover, but when he does, watch out! Keep Farah's HP above 4,000. Hyades can inflict that much in a rapid series of deadly blows and special abilities.

Battle through all five gatekeepers, switching characters after each battle. You can't use the same character twice, so don't depend too heavily on any one. After you defeat the fifth gatekeeper, your party once again fights as a group. Continue through the winding passages of the Labyrinth until you come to the last teleporter. It transports you to the throne of Regulus. Nereid has possessed this hero as well. Battle the two together to win the final battle. Once defeated, Regulus leaves the Hyper Gauntlets on his throne. Collect your prize and leave the dungeon.

note *You have the option of walking away from the dungeon after defeating Regulus.*

Battling Regulus and Nereid

Regulus has been possessed by the dark power of Nereid. You must battle them together.

REGULUS/NEREID (HUMAN) (#254)

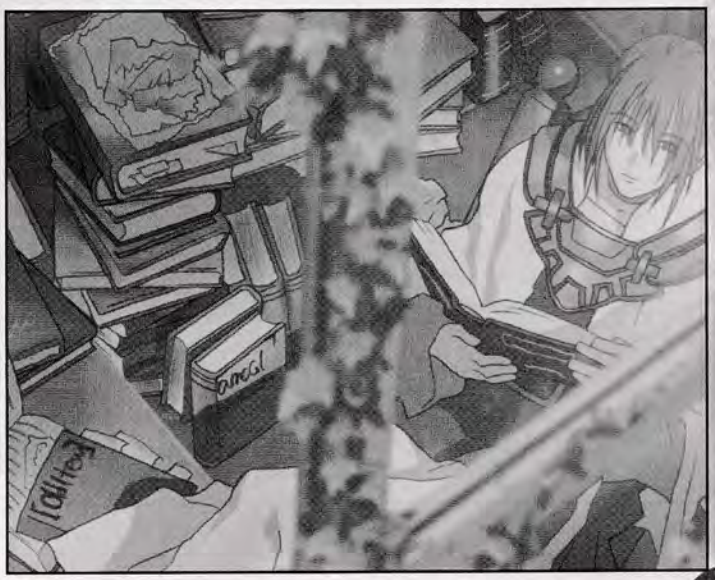
HP	EXP	GALD	ATTACK	DEFENSE	INT	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
160,000	63,000	0	500	900	100	ALL	—	SHADOW	HOURGLASS (70%), REVERSE DOLL (70%), RUNE BOTTLE (20%)

NEREID (HORROR #2) (#255)

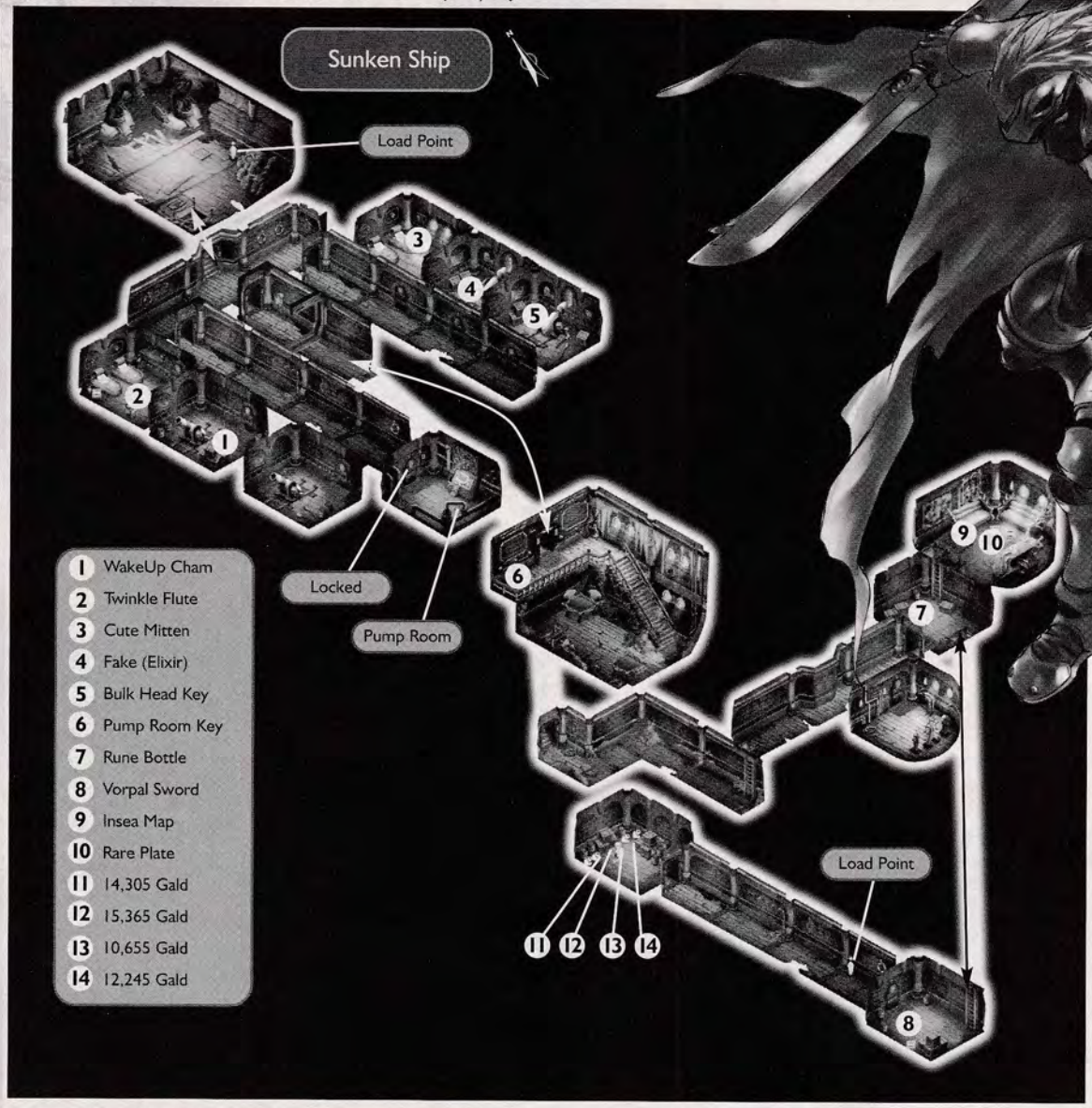
HP	EXP	GALD	ATTACK	DEFENSE	INT	STRONG AGAINST	WEAK AGAINST	SPECIAL ATTACK	ITEM DROPPED
160,000	60,000	0	380	300	50	—	—	SHADOW	—

This is a brutal battle, worse in many ways than your battle with Shizel. Regulus and Nereid possess of all the martial arts knowledge of the great Sensei, and all the deadly special attacks of the Lord of Destruction. Nereid peppers your party with area-affect magical attacks, and Regulus uses his combat abilities to severely injure or kill the party members on the front line. Expect Reid and Farah to be killed once or twice each during this battle.

The ideal arrangement is Reid, Meredy or Keele, Max, and Farah. Set Meredy or Keele to maximum magical attack. Hammer Regulus with Dark Force, Explosion, Blizzard, and other long-range Craymel Artes. Meanwhile, hammer Regulus/Nereid in close with Reid and Farah. Even your best combos barely slow Regulus/Nereid, and your front line characters take horrific damage. Finally, have Max nail your opponent from long range with Elemental Master and Aqua Edge. Keep Life Bottles and Gels ready.



SUNKEN SHIP (34, 2)



Ship Encounters

In addition to the new creatures listed below, you face some old favorites in the Seaspin and the Super Star. A Volt-based weapon like the Voltic Sword is your best bet for dealing with the sea creatures. Shy away from Water-based attacks, turning off all of Undine's offensive Craymel Artes. They are useless here.

Turnturtle (#175)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
14,000	510	1,360	450	400	32	Water	Ice, Volt	—	Lemon Gel (12%), Bellebane (1%)

Turnturtles are of the same family as the armored Crusher, but Turnturtles are bigger and meaner. The thick bony shell of the Turnturtle makes the damage you inflict very inconsistent. One strike might cause only 75 points of damage, and another well over 400. Penetrating, thrusting attacks are by far the most effective, as are any Ice or Volt-based attacks. The Turnturtle's defenses are markedly poorer when it's attacked from behind. Beware the giant beast's Crush attack, which turns the Turnturtle into an armored battering ram.

Ship Encounters con't.

Tzin (#114)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
8,630	484	1,200	380	500	50	Water, Fire	Volt	Water	Shrimp (35%), Apple Gel (15%)

Tzin are tiny lobster-like creatures that offer very little threat if you attack early and relentlessly. They are relatively fragile compared to other creatures in the Sunken Ship, and they're slow to recover from your attacks. However, if you give Tzins the chance to counterattack, they can cause significant damage with their water bubble attack. These bubbles bounce from the Tzins, stopping and stunning any charging characters. When a group of Tzins fire in unison, the bubbles form a barrier that is extremely difficult to penetrate.

Ship Encounters con't.

Kraaken (#170)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
11,200	566	1,111	440	420	71	Water	Volt	Water	Poison Charm (8%), Squid (20%)

Kraakens are perhaps the most imposing sea creatures you face. They are durable and deadly, with a high HP count and an impressive array of special attacks. Kraakens can inflict direct damage with a spinning tentacle attack that hammers your characters with 8-10 hits in a second. When you see a Kraaken rise up, duck and cover, raising your defenses to avoid the spinning tentacle attack. To supplement their physical attacks, Kraakens also have a black ink attack that afflicts your characters with a weak abnormality at moderate range.

When battling these beasts, use a Volt-based weapon, and hammer them with your best combos. Reid's Megasonic Thrust is particularly effective, often doing 3,000 points damage per use.

Float Dragon (#190)

HP	EXP	Gald	Attack	Defense	Intelligence	Strong Against	Weak Against	Special Attack	Item Dropped
9,600	510	1,440	340	580	0	Water	Volt	Water	Pine Gel (10%), Miracle Gel (5%)

Float Dragons are delicate-looking hovering seahorses that are surprisingly durable. They eject black balls of poison that rain down on your party. Float Dragons typically lob attacks from behind a screen of more battle-ready opponents.

Float Dragons don't hurt much. Leave them for last, then use your best Volt-based combos to finish them off.

One of the Secret Dungeons is hidden beneath the seas of Inferia. In the seas just northwest of Barole, find the Sunken Ship on the ocean floor. Head inside to discover a fallen vessel that has been remarkably well preserved. Use the staircase to the southwest to travel deeper into the belly of the wreck.

The staircase leads to a long hallway that runs east to west. Along the south wall are three doors, each leading to a different part of the ship. Head to the easternmost doorway to access the port side of the ship. Your party finds another long hallway, this one running north to south. There are three doors on the east wall.

tip *There are valuable items like a Cute Mitten, Twinkle Flute, and WakeUp Charm in the side rooms on the port and starboard sides of the ship.*

Inside this room, find the Bulkhead Key, which you need to travel deeper into the wreck's hull. Return to the east-west hallway, and head through the central door. Use the Bulkhead Key on the pressure door that blocks the central passage, then proceed south into a large, flooded room. To the immediate west is a chest containing the Pump Room Key. Collect it, then return to the east-west hallway.

Now pass through the westernmost door, and into the north-south hallway with three doors on the west wall and one at the end of the hall. Go to the end of the hall and use the Pump Room Key to enter a small chamber filled with machinery. The pump control panel is the machine fastened to the north wall. Activate the control panel to drain the flooded chamber at the end of the central hallway. Return to the previously flooded chamber and head down the long staircase.

On the west side of the formerly flooded chamber is another flight of stairs. Descend to enter a winding hallway that ends with a ladder. Climb the ladder to reach a higher deck on the crumbling ship. Advance east through another relatively long hallway until you reach a storage hold with ladders that lead to higher and lower decks. For now, take the ascending ladder to reach the captain's quarters.

On the desk of the captain's quarters, find a ship's log with Aifread's insignia stamped on it. Keele takes this as further evidence that Aifread sank this ship, but Chat continues to defend her great-grandfather. In a pair of nearby chests, find a set of Rare Plates and the valuable Insea Map, detailing the floor of Inferia's oceans. With your new treasures in hand, head back down the ladder and return to the storage hold. Now take the descending ladder in the chamber's southeastern corner to reach the ship's lowest deck.

Your party reaches a lower storage hold with a rusted steel door set into the north wall. Pass through the door to reach a long hallway. There's a load point at the beginning of the passage—never a good sign. Continue to the corridor's end to discover the cause of this shipwreck—Siren. Defeat Siren to release the souls of the sailors she has lured to a watery grave. When you win, collect the sacks of Gald on the north side of the room, then return to the Aifish.

Battling Siren (#252)

HP	EXP	Gald	Attack	Defense	Int	Strong Against	Weak Against	Special Attack	Item Dropped
52,000	8,998	3,000	280	800	70	Water, Wind, Earth, Ice	Fire, Volt	—	Trident (100%), Sephira (100%), Watercloud (100%)

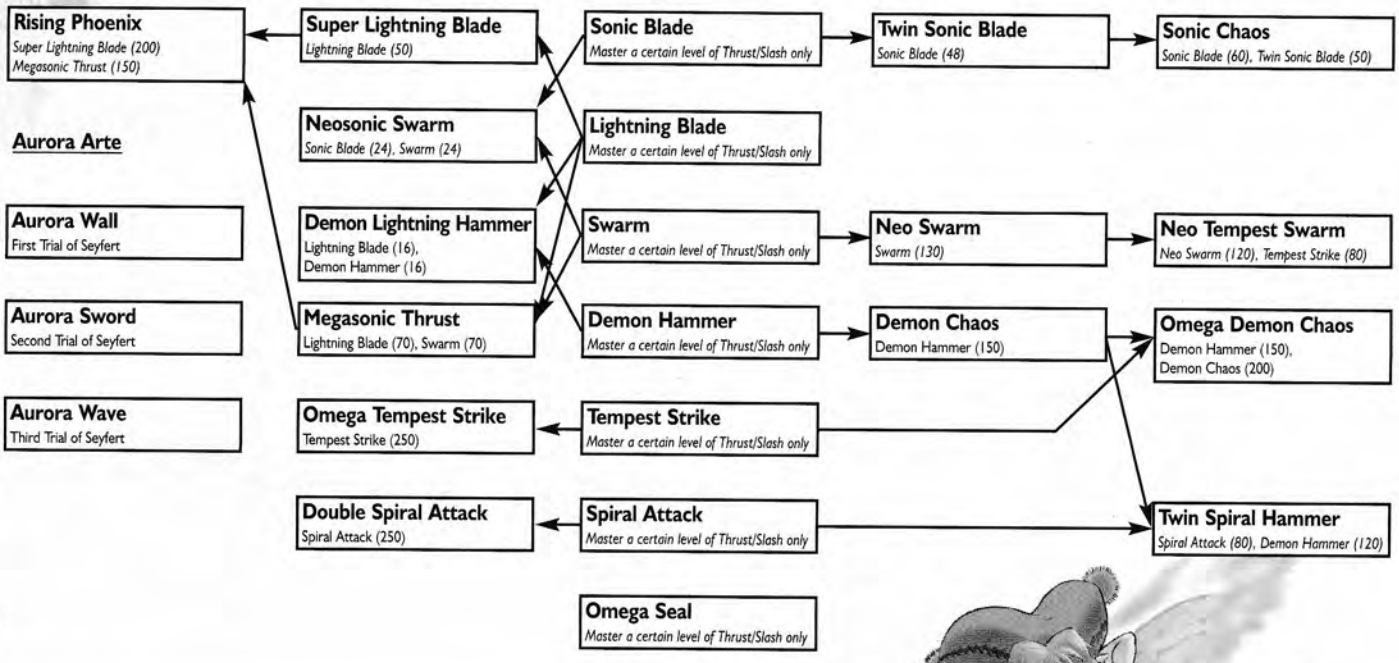
Siren is unlike any creature you have faced. She sits atop an enormous rock that shields your attacks. If you get too close to her, you'll likely get gobbled up and spit back out either poisoned or weak.

Attack with Fire or Volt-based weaponry. Hammer Siren with Explosion, Eruption, Thunderblade, and Indignation. This is a primarily long-distance battle, with your combat characters doing a much smaller percentage of damage than normal. Have Max use his Burning Force or Rage Laser attack from a distance, and use Reid and Farah to screen for the rest of the party, keeping Siren from advancing.

REID AND FARAH'S SKILL CHART

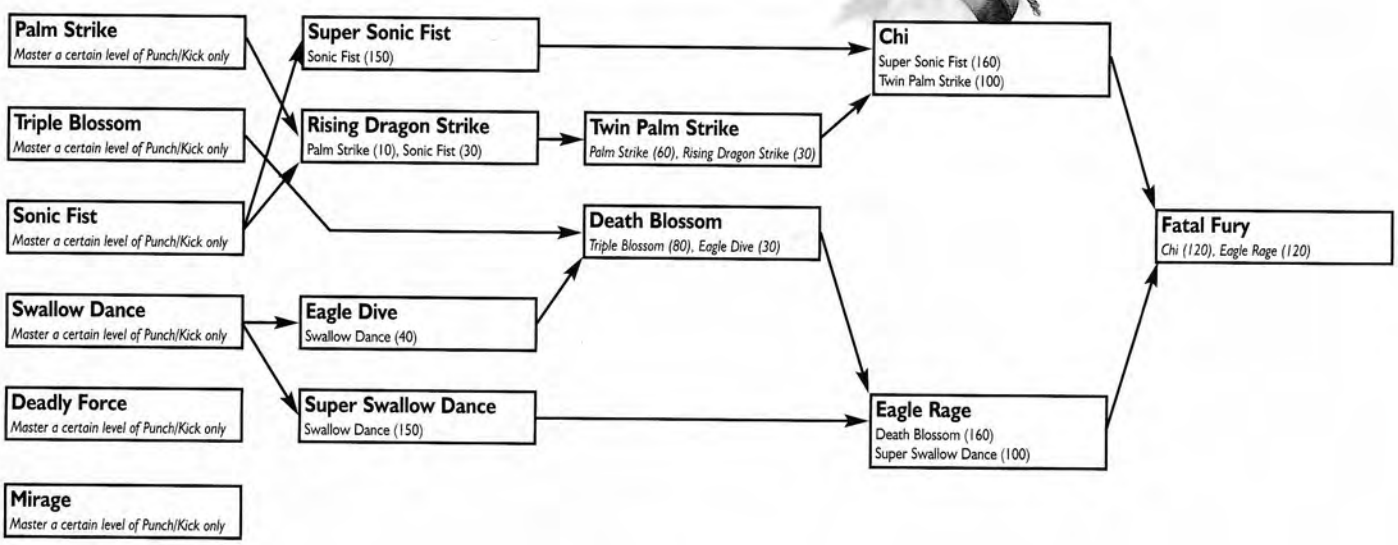
Reid

The player must attain a certain level of Thrust/Slash and execute prerequisite skills the designated number of times to attain the next level skill. The chart below illustrates the order in which the skills are attained.
*All skills require that a certain level of Thrust/Slash be attained.



Farah

The player must attain a certain level of Punch/Kick and execute prerequisite skills the designated number of times to attain the next level skill. The chart below illustrates the order in which the skills are attained.
*All skills require that a certain level of Punch/Kick be attained.



ADVANCED SKILLS

BASIC COMBOS (ADVANCED)

REID

Reid can chain together three different types of attacks to perform combos.
The three types of attacks are Basic Skills, Special Skills, and Sacred Skills. The Basic Skills are the standard Slash and Thrust Skills performed by pressing the directional buttons and × Button. The Special Skills and Sacred Skills are performed by pressing the directional buttons and ● Button. To chain the skills together, they must be performed in the following order:

Basic Skills → Special Skill → Sacred Skill

Skill Type	Examples
Basic Skills	Slash, Thrust
Special Skills	Swarm, Demon Hammer
Sacred Skills	Neosonic Swarm, Demon Llightning Hammer

FARAH

Farah can chain together attacks in the following sequence:

Basic Skills → Special Skill (Ground Skills) → Special Skill (Ground-to-Air) → Special Skill (Air Skills) → Special Skill (Power Skills)

The Basic Skills are the standard Punch and Kick Skills performed by pressing the directional buttons and × Button. Ground/Ground-to-Air/Air/Power Skills are subsets of the Special Skills performed by pressing the directional buttons and ● Button.

Skill Type	Examples
Basic Skills	Punch, Kick
Ground Skills	Palm Strike, Triple Blossom
Ground-to-Air	Swallow Dance, Rising Dragon Strike
Air Skills	Eagle Dive, Death Blossom
Power Skills	Twin Palm Strike, Chi

CHAT

Chat can chain together attacks in the following sequence:

Basic Skills → Type A → Type B → Type C

Skill Type	Examples
Basic Skills	Skills performed by pressing the directional buttons + × Button
Type A	Pow Hammer, Toss Hammer, Ice Hammer
Type B	Rover Tool, Para Ball
Type C	Eternal Hammer

MAX

If Max is equipped with the equipment Canceler, he can chain together attacks in the following sequence:

Basic Skills → Level 1 → Level 2 → Level 3

Skill Type	Examples
Basic Skills	Skills performed by pressing the directional buttons + × Button
Level 1	Burning Force
Level 2	Rage Laser
Level 3	Elemental Master

HIDDEN SKILLS

These skills can be performed only when specific sets of requirements are met.

INDIGNATION (SPECIAL VERSION)

Sekundes is defeated with a single blow.

Requirements:
This will only work when fighting against Sekundes.
In Normal difficulty mode, use Indignation with Keele or Meredy against Sekundes when his HP is down to 1/2 HP. (HP must be down to 1/3 in Hard, and 1/4 in Hardcore difficulty setting.)

SHOOTING STAR (SPECIAL VERSION)

"Arche" (*Tales of Destiny*) will make a special appearance and attack the enemies. She can be controlled by using the Directional Buttons to move, ● Button for Fire Elemental Attack, × button for Ice Elemental Attack, and ●+× Button for Lightning Elemental Attack.

Requirements:
- Maxwell's is at level 30.
- Vitality is at maximum.
- The player character (in Semi-Auto or Manual Mode) performs Shooting Star.

SPREAD+MAELSTROM COMBINATION

Maelstrom is automatically performed immediately after executing Spread.

Requirements:
- Execute Spread when:
- Undine is at level 15 or higher.
- Undine has a high Vitality.

DUAL THE SOL

Maxwell's hidden skill.

Requirements:
1. Clear the game at least once.
2. Set difficulty to Hardcore and enter a battle at least once. (The skill can be performed in either Normal or Hardcore after this requirement is performed.)
3. The character performing the Arte is Meredy or Keele.
4. Maxwell's Vitality level is at max.
5. Summon Maxwell and perform the following button input.
   1) Summon Maxwell
   2) When Maxwell appears, continuously press ← +■ (Dual the Sol executed.)
   3) Continuously press ● while performing Dual the Sol. (Eternity Swarm executed.)
   4) Continuously press × while performing Eternity Swarm. (Prismic Stars executed.)
   5) Continuously press ▲ while performing Prismic Stars. (Brightest Gate executed.)
   6) Continuously press ■ while performing Brightest Gate. (Explosion Nova executed.)
   7) Continuously press ▲ and × while performing Explosion Nova. (Maxwell Drop executed.)
   8) Continuously press ● + × + ■ while performing Maxwell Drop. (Dimensional Material executed.)

DRAGON DEMON CHAOS

Instructions:
Perform Omega Demon Chaos. When the 8th hit strikes the enemy, input the button command for Omega Demon Chaos again. The second command input will instead perform Dragon Demon Chaos.

Requirements:
- Omega Demon Chaos has been used over [(5-(*Total # of Attacks)) x 30 + 10] times.
- Total # of Attacks is the number of skills Reid chains together. For example, if Reid chains together Slash → Thrust → Special Skill → Sacred Skill, then Total # of Attacks = 4
- The 8th strike must hit all of the enemies.
- The enemies has less than [2000-(Total # of times Omega Demon Chaos was used)]
- Reid has at least 20 TP.

BURNING PHOENIX

Instructions:
Execute Rising Phoenix. Hit the enemy on the decent, and immediately re-input the command for Rising Phoenix upon landing. The second command input will instead perform Bloody Firestorm Attack.

Requirements:
Rising Phoenix has been performed over [(5-(Total # of Attacks)) x 50 + 50] times.
Reid has at least 50 TP.

QUASI SEAL

Instructions:
Perform Omega Seal to lift the enemy. Re-input the command for Omega Seal immediately before slashing the enemy lifted into the air. The second command input will instead perform Quasi Seal.

Requirements:
- Omega Seal has been performed over 50 times.
- Only one enemy is left in the battle.
- The enemy has less than 20000 HP.
- Reid has at least 24 TP.

MAXIMUM BURST

Instructions:
Perform Chi. Re-input the command for Chi right when the second blast hits the enemy. The second command input will instead perform Maximum Burst.

Requirements:
- Final Fury is performed 30 times and Chi is performed over (5-???) x 50 + 80 times.
- Perform Chi, and when Farah steps back after the 3rd hit, perform Chi one more time.

FLAME DANCE

Instructions:
Perform Deadly Force on the enemy. Immediately after the blow, while the screen is black, use the following combo to automatically activate Flame Dance: punch, punch, Ground to Air Skill, Air Skill (you must make contact with every hit of the combo in order to automatically perform Flame Dance).

Requirements:
- The enemy is locked in position from the blow of Deadly Force.

TEAM SKILLS

How to perform Team Skills:
1) Set the Craymel Arte Skill to a shortcut key.
2) During battle, press the shortcut key to perform the Craymel Arte.
3) When the character performing the Craymel Arte shines, execute the Special Skill.

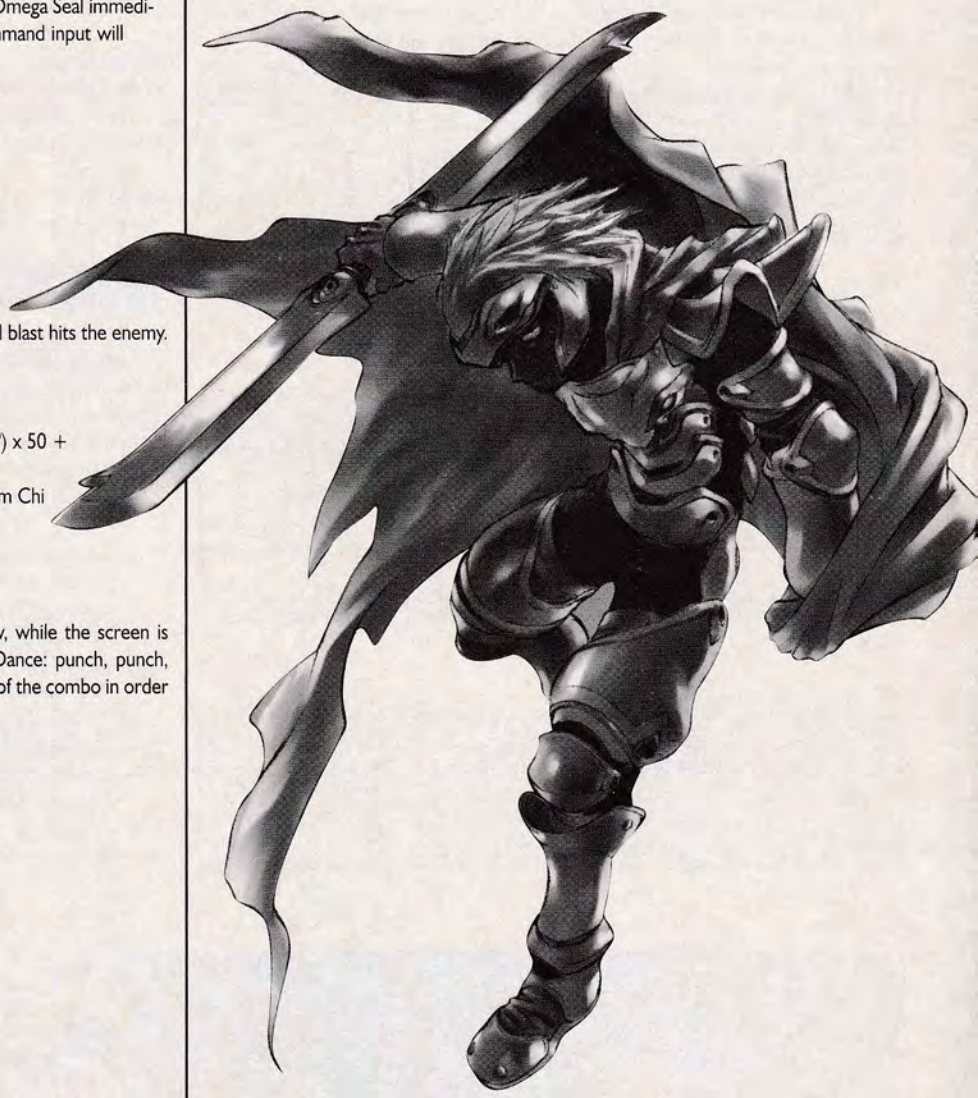
Skill Combinations:

FLAMING SWORD
Combination of Reid's Demon Lightning Hammer and Fireball

EARTH DIVIDE
Combination of Reid's Spiral Attack and Cyclone

SERPENT KNUCKLE
Combination of Farah's Rising Dragon Strike and Heal

LIGHTNING STRIKE
Combination of Farah's Twin Palm Strike and Thunderblade



U.S. $14.99 Can. $19.95

Games/Strategy/RPG
Platform: PSX

A Mysterious Spaceship Crash-lands Near Your Village—

Your Destiny Awaits...

- Strategies for beating every Boss
- Cooking tips, recipes, and locations of Wonder Chef revealed
- Detailed character bios and monster stats, highlighting strengths and abilities
- Every secret, item location, and mini-game exposed
- Comprehensive walkthrough with monster battle strategies, puzzle solutions, and dungeon maps.

TALES OF DESTINY® II & © 2000 NAMCO LTD., ALL RIGHTS RESERVED. © Mutsumi Inomata.

ISBN 0-7615-3727-9

9 780761 537274 51499 0 86874 53727 9

PRIMA GAMES

PRIMA GAMES.COM

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.